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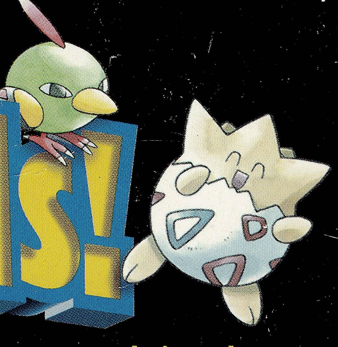

- New features explained, including all-new Pokégear
- Time- and day-dependent events detailed
- Day and Nighttime locations of Pokémon uncovered
- Location of all items and TM/HMs revealed
- Battle tactics for collecting all the badges
- Comprehensive maps of the new regions
- Tips on breeding, capturing, raising, and training your new Pokémon
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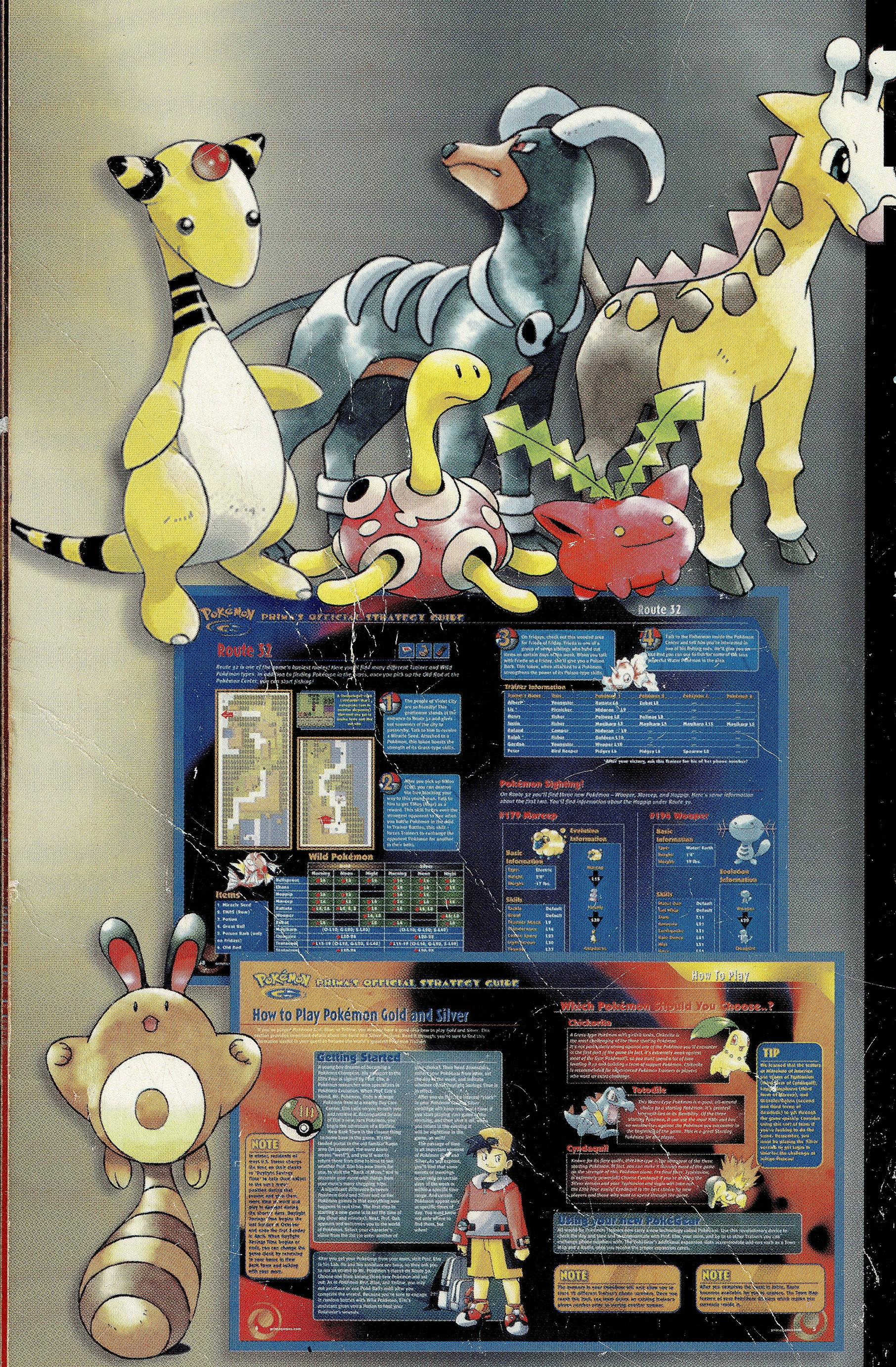

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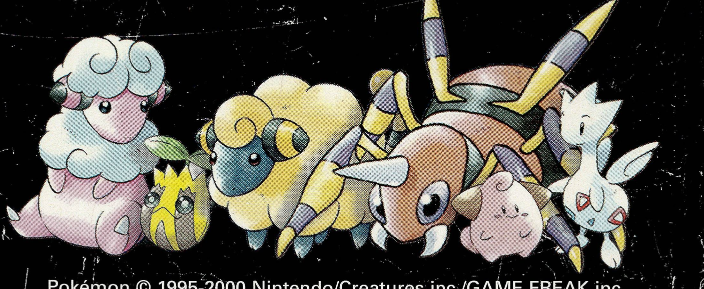

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ISBN 0-7615-3343-5

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GOLD & SILVER VERSIONS
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Special thanks to:
Randy Shoemake, Cathy Huguenard, and Joel Simon.

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ISBN: 7615-3084-3
Library of Congress Catalog Card Number: 00-10434
Printed in the United States of America

00 01 02 03 BB 10 9 8 7 6 5 4 3 2 1

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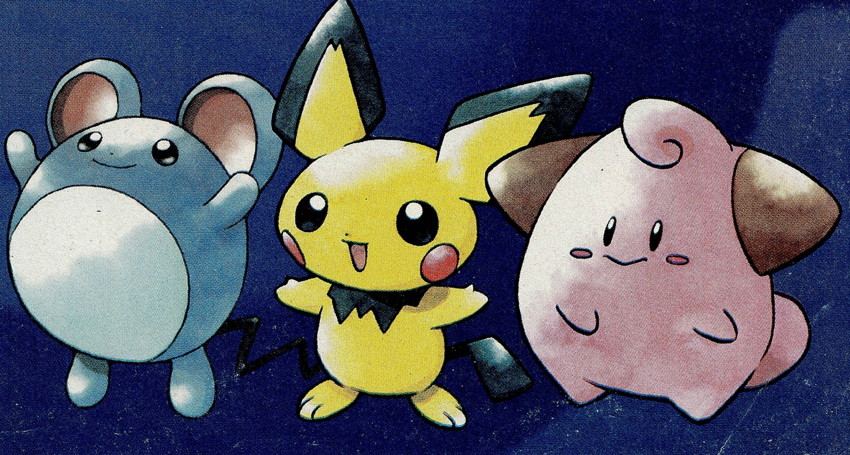


How to Use this Guide

You don't need to have played *Pokémon Red*, *Blue*, or *Yellow* to play and enjoy *Pokémon Gold* and *Silver*—but it does help! *Pokémon Gold and Silver* often refer to events from *Pokémon Red*, *Blue*, and *Yellow*. And you can expect to meet many characters from *Red*, *Blue*, and *Yellow* and even visit locations where the original game took place.

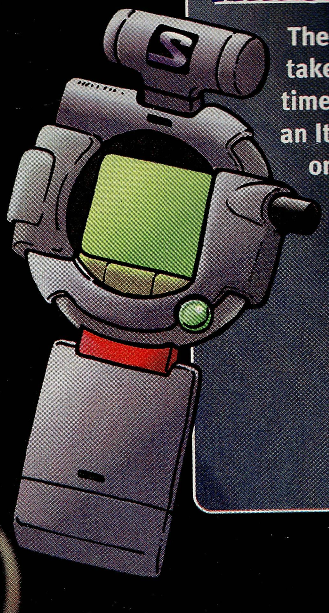
Three years have elapsed since the original Pokémon games, and you can expect to see many advances in all things Pokémon. *Gold* and *Silver* offer new features, items, and technologies that were previously unavailable in *Pokémon Red*, *Blue*, and *Yellow*. The game is now played in real time: when it's night where you live, it's night in the game. Researchers in the field of Pokémon have also discovered fun new ways to catch and evolve Pokémon, and have even created new gizmos for you to use in your quest. The following two sections cover all this in detail. You'll find a complete list of all items and skills in the back of this guide.

Pokémon Gold and *Silver* takes place in a whole new region of the Pokémon continent. In *Red*, *Blue*, and *Yellow* you explored the Kanto region of the continent; *Gold* and *Silver* opens up the Johto region. Refer to "The Quick and Dirty Path" for a brief walkthrough of the game's events. The walkthrough section of the guide covers specifics on areas in both Johto and Kanto regions.

To better understand the layout of those sections, read on.

Icons

Icons at the top of every new map section will help you identify the types of events that take place in that area and which moves you'll need.



Days of the Week and Times of the Day

These icons indicate that an event in this area takes place on a specific day or during a specific time of the day. To witness this event or receive an Item, you must return to the area on that day or during that time.

🌄	**MORNING**
☀	**DAY**
☾	**NITE**

SUN.	**SUNDAY**
MON.	**MONDAY**
TUES.	**TUESDAY**
WED.	**WEDNESDAY**
THURS.	**THURSDAY**
FRI.	**FRIDAY**
SAT.	**SATURDAY**

Moves

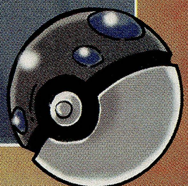
These icons indicate that you must have a Pokémon with one of the following moves to either complete the events or obtain all the Items that appear in that area.

HM01 (Cut)
HM03 (Surf)
HM04 (Strength)
HM05 (Flash)
HM06 (Whirlpool)
HM07 (Waterfall)
TM08 (Rock Smash)

Miscellaneous Items

These icons indicate events you can participate in—such as trading Pokémon or getting a Trainer's phone number—or specific Key Items you'll need to complete an event.

Get a Trainer's Phone Number
Trading Event
Rival Battle
Key Item



NOTE

Items in an area are shown on the map by numbered boxes. These correspond to numbered Items in the list alongside the map. In dungeons and other multistoried buildings, lettered boxes correspond to connections between stairs and teleporters.

Poké Ball Events

Poké Balls indicate important events in an area! Refer to the corresponding Poké Ball box beside the map for information about events that take place in that location.

Trainer Information

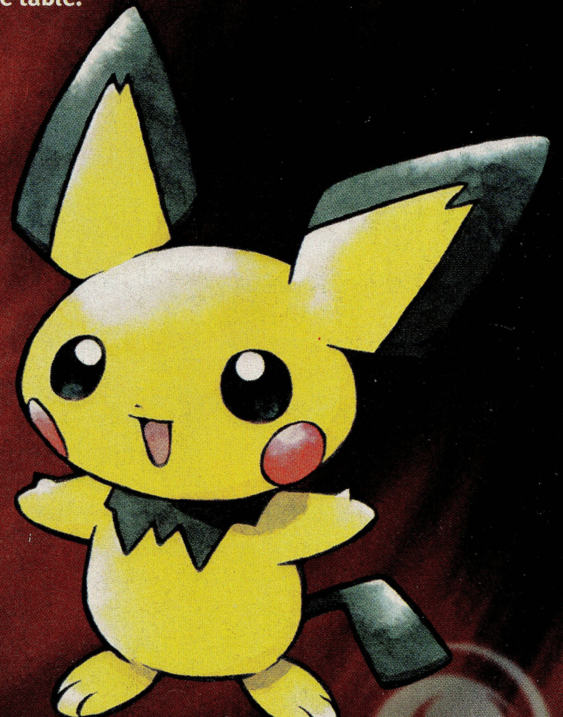
In map areas where there are Trainers to defeat, whether on the side of the road or in the gyms, a Trainer Information table provides information for each Trainer in the area, including their name, type, and Pokémon. An asterisk after the Trainer's name indicates that you can exchange phone numbers after you defeat him or her.

Wild Pokémon

Where you can capture Wild Pokémon, tables show which Pokémon appear in the *Gold* and *Silver* versions, and during which of the three time periods. Pokémon shaded green are those you can find on land, in grassy areas. Pokémon shaded blue are found in water. You can catch them by Surfing or Fishing.

Pokémon you can catch when Surfing are shown the same way as Pokémon you can catch on land, including the rarity and level of Pokémon you can catch at certain times.

If other Pokémon are present, a note to that effect appears beneath the table.

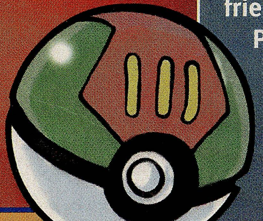


How to Play Pokémon Gold and Silver

If you've played *Pokémon Red*, *Blue*, or *Yellow*, you already have a good idea how to play *Gold* and *Silver*. This section provides important details about the *Gold* and *Silver* versions. Read it through: you're sure to find this information useful in your quest to become the world's greatest Pokémon Trainer!

Getting Started

A young boy dreams of becoming a Pokémon Champion. His passport to the Elite Four is signed by Prof. Elm, a Pokémon researcher who specializes in Pokémon Evolution. When Prof. Elm's friend, Mr. Pokémon, finds a strange Pokémon Item at a nearby Day-Care, Elm calls on you to rush over and retrieve it. Accompanied by one of Elm's new, rare Pokémon, you begin the adventure of a lifetime.



New Bark Town is the closest thing to home base in the game. It's the landed portal to the old familiar Kanto area (in Japanese, the word *kanto* means "west"), and you'll want to return there from time to time to see whether Prof. Elm has new Items for you, to visit the "Bank of Mom," and to decorate your room with things from your mom's many shopping trips.

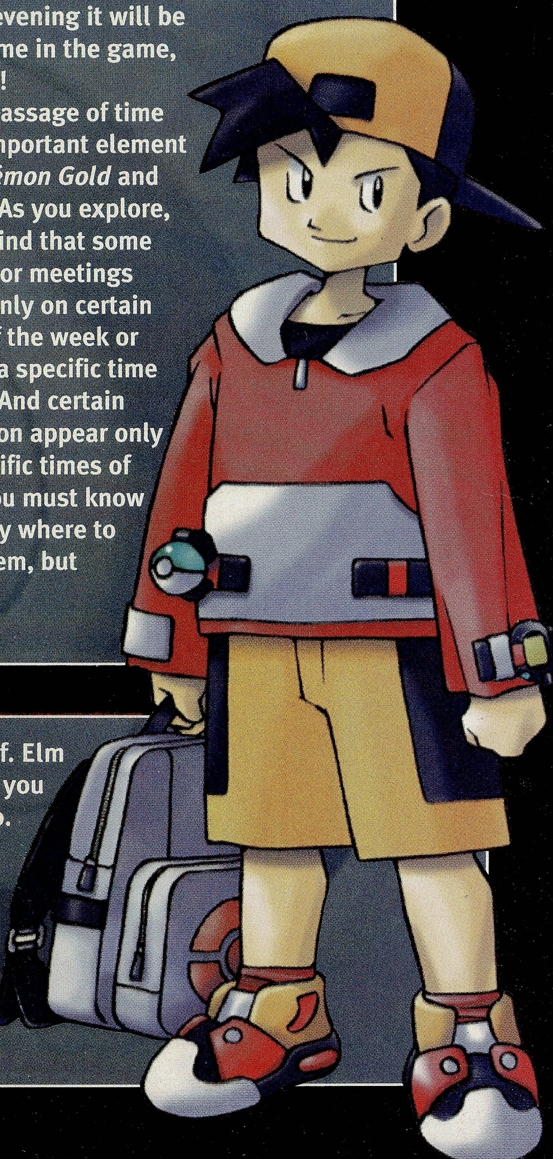
A significant difference between *Pokémon Gold* and *Silver* and earlier Pokémon games is that everything now happens in real time. The first step in starting a new game is to set the time of day (hour and minutes). Next, Prof. Oak appears and welcomes you to the world of Pokémon. Select your character's name from the list (or enter another of your choice). Then head downstairs, collect your PokéGear from mom, set the day of the week, and indicate whether or not Daylight Savings Time is in effect.

After you do this, the internal "clock" in your *Pokémon Gold* or *Silver* Game Pak will keep real-world time: if you start playing your game in the morning, and then shut it off, when you return in the evening it will be nighttime in the game, as well!

The passage of time is an important element of *Pokémon Gold* and *Silver*. As you explore, you'll find that some events or meetings occur only on certain days of the week or within a specific time range. And certain Pokémon appear only at specific times of day. You must know not only where to find them, but *when!*

NOTE

In winter, residents of most U.S. States change the time on their clocks to "Daylight Savings Time" to help them adjust to the sun's lower position during that season and give them more time to work and play in daylight during the shorter days. Daylight Savings Time begins the last Sunday in October and ends the first Sunday in April. When Daylight Savings Time begins or ends, you can change the game clock by returning to your home in New Bark Town and talking with your mom.



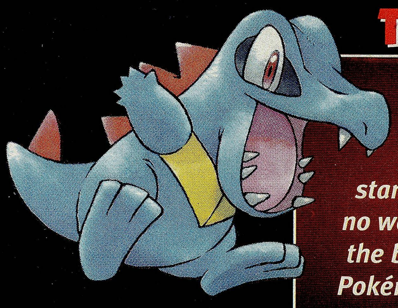
After you get your PokéGear from your mom, visit Prof. Elm in his Lab. He and his assistant are busy, so they ask you to run an errand to Mr. Pokémon's House on Route 30. Choose one from among three new Pokémon and set out. As in *Pokémon Red*, *Blue*, and *Yellow*, you may not purchase or use Poké Balls until after you complete the errand. Because you're sure to engage in random battles with Wild Pokémon, Elm's assistant gives you a Potion to heal your Pokémon's wounds.

Which Pokémon Should You Choose..?

Chickorita

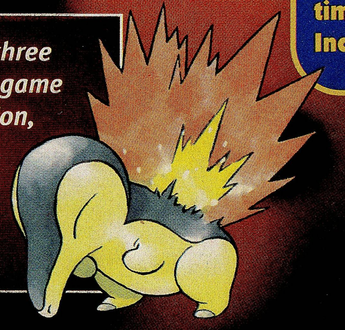
A Grass-type Pokémon with girlish looks, Chikorita is the most challenging of the three starting Pokémon. It's not particularly strong against any of the Pokémon you'll encounter in the first part of the game (in fact, it's extremely weak against most of the Gym Pokémon!), so you must spend a lot of time leveling it up and building a team of support Pokémon. Chikorita is recommended for experienced Pokémon Trainers or players who want an extra challenge.

Totodile



This Water-type Pokémon is a good, all-around choice for a starting Pokémon. Its greatest strength lies in its flexibility. Of the three starting Pokémon, it can use the most HMs and has no weaknesses against the Pokémon you encounter in the beginning of the game. This is a great Starting Pokémon for any player.

Cyndaquil



Known for its fiery quills, this Fire-type is the strongest of the three starting Pokémon. In fact, you can make it through most of the game on the strength of this Pokémon alone. (Its final form, Typhlosion, is extremely powerful!) Choose Cyndaquil if you're playing the Silver version and your Typhlosion and Lugia will take out the Elite Four easily! Cyndaquil is the best choice for new players and those who want to speed through the game.

TIP

We learned that the testers at Nintendo of America use teams of Typhlosion (third form of Cyndaquil), Lugia, Ampharos (third form of Mareep), and Graveler/Golem (second and third forms of Geodude) to get through the game quickly. Consider using this sort of team if you're looking to do the same. Remember, you must be playing the *Silver* version to get Lugia in time for the challenge at Indigo Plateau!

Using your new PokéGear

All would-be Pokémon Trainers now carry a new technology called PokéGear. Use this revolutionary device to check the day and time and to communicate with Prof. Elm, your mom, and up to 10 other Trainers you can exchange phone numbers with. The PokéGear's additional expansion slots accommodate add-ons such as a Town Map and a Radio, once you receive the proper expansion cards.

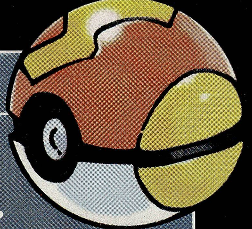
NOTE

The memory in your PokéGear will only allow you to store 10 different Trainer's phone numbers. Once you reach this limit, you must delete an existing Trainer's phone number prior to storing another number.

NOTE

After you complete the quest in Johto, Kanto becomes available for you to explore. The Town Map feature of your PokéGear displays which region you currently reside in.

Item Storage



A cool feature of your new Backpack is its ability to store items in separate pockets. Each of its four pockets allows you to store different objects.

The left pocket is for items such as Potions, Antidotes, and Berries that you find along your journey, purchase in Poké Marts, or receive from Trainers or townspeople. You may store up to 18 different Items in this pocket.

Deposit the TMs and HMs you collect in the Backpack's right-hand pocket. Remember, you may use HMs over and over, but TMs disappear once you assign them to a Pokémon. You may purchase some TMs in Poké Marts, but most you'll find as you explore.

Key Items such as the Bicycle, Fishing Rods, and other things too large for the smaller pockets go into the main pocket. The last pocket is for storing Poké Balls, including the special ones Kurt in Azalea Town makes for you.

On the Field

Once you've chosen your starting Pokémon, it's time to begin your quest. As in the previous games, *Gold* and *Silver* is a game of capturing, collecting, and trading Pokémon. But until you get your hands on some Poké Balls, you can't capture any Wild Pokémon you find.

Battling

Wild Pokémon lurk in many places, including areas of tall grass on and around many routes, in deep, dark caves, and even in ponds and lakes.

As you travel over various types of terrain, you'll encounter a number of Wild Pokémon. When you do, a battle will commence. After you send out your lead Pokémon, the Pokémon you're battling against will exchange attacks as you issue commands to your lead Pokémon. During each round you may choose from options that range from attacking to using an Item from your Backpack to fleeing altogether. The following sections provide details on each choice.

Fight

The Fight option allows you to issue a command from among the moves your Pokémon has learned. You may use each move only a certain number of times (as noted by its PP level) between visits to the Pokémon Centers, where you may heal your Pokémon fully.

Pkmn

You may call back your battling Pokémon and send out another from among the Pokémon you carry. Remember, you may carry up to six Pokémon at once.

Pack

Use this option to choose items from your Backpack. Berries, Antidotes, Potions and the like will allow you to heal your Pokémon so they can continue fighting.

Run

As long as you're not fighting another Trainer or Gym Leader, you may use this option to attempt to retreat from battle. Success depends on the level and condition of your battling Pokémon compared to the level of the Pokémon it's fighting.

Status Anomalies

Opponents' Special Attacks during battle can render your Pokémon unable to fight, or at least impair its fighting ability. Although your Pokémon will recover automatically after the battle ends, some status changes, such as Sleep and Paralyze, can last long afterward. Poison will even continue draining your Pokémon's HP with each step you take!

When this occurs, take care of the problem immediately using an Item to help the Pokémon recover. If you don't possess the proper Item, make your way to a Pokémon Center right away! Many Berries will cure one type of Status Anomaly, but the Miracle Berry (obtained through the Mystery Gift feature) will heal a Pokémon of all its illnesses in a single turn.

Playing Strengths Against Weaknesses

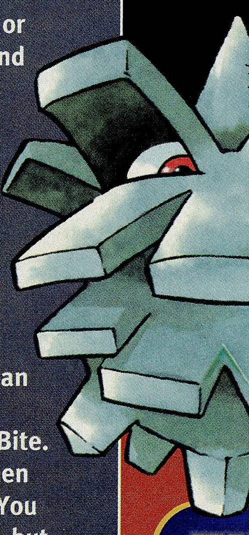
In *Pokémon Gold* and *Silver*, you can increase the damage you inflict on opposing Pokémon simply by playing strengths against weaknesses.

It's been said again and again that a well-balanced party is the key to success in Pokémon. Usually this means including Pokémon of many types. For example, a well-balanced party might include Fire, Water, Grass, Electric, Psychic, and Rock families. Such variety virtually guarantees a Trainer Pokémon that is strong against opposing Pokémon of any type.

But having a well-balanced team goes beyond just type. It's equally important to consider your Pokémon's moves. After all, an Electric Pokémon with only Lightning-type skills will be strong against only Pokémon much weaker in levels, or who are Water- or Flying-types. Pit that Pokémon against hybrids such as Gligar (Flying/Earth) or Quagsire (Water/Earth), or against any Earth, Electric, Grass, or Dragon Pokémon, and you'll likely find yourself in a losing battle.

Teaching your Pokémon a variety of moves is important when building your team. Often you can teach your Pokémon moves it would be weak against normally. This is especially true in the case of Pokémon who change type when they evolve. For example, if your Eevee evolves into an Espeon after L30, there's a good chance it will know the Dark move, Bite.

Refer to the Compatibility chart when you choose your Pokémon's moves. You want to teach not only strong moves, but also a variety of types of moves. For example, when training a Psychic Pokémon such as Espeon, teaching it move types other than just Psychic-type attacks will increase its versatility in battle.



TIP

A Pokémon holding a Berry will use it automatically when the need presents itself. You needn't sacrifice a turn.

Messages and Their Meanings

As your Pokémon fight, messages such as "It's super effective!" may appear onscreen. These messages indicate whether the attacks you're using are effective against the opposing Pokémon. The following chart explains how this damage multiplier works.

For instance, if you're attacking with a Water Pokémon using a Water-based attack, the attack will inflict 1.5 times the damage it normally would if you used it with another Pokémon type (such as a Grass Pokémon).

ATTACK STRENGTHS

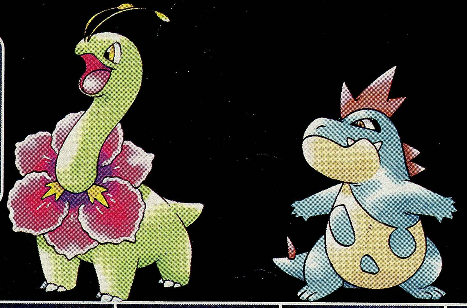
MESSAGE	DAMAGE MULTIPLIER
"It's super-effective!"	x2
No Message	x1
"It's not very effective."	x .5
"It has no effect."	x0
"A Critical Hit!"	x2
Pokémon is same type as move used.	x1.5

CAUTION

Some moves, such as Thrash, can Confuse your Pokémon after use. Plan ahead in case you must face multiple enemies during the course of a single battle!

The Art of Compatibility

Each Pokémon has its own strengths and weaknesses. The following chart will help you determine which Pokémon type you should use when fighting another.



COMPATIBILITY MATRIX

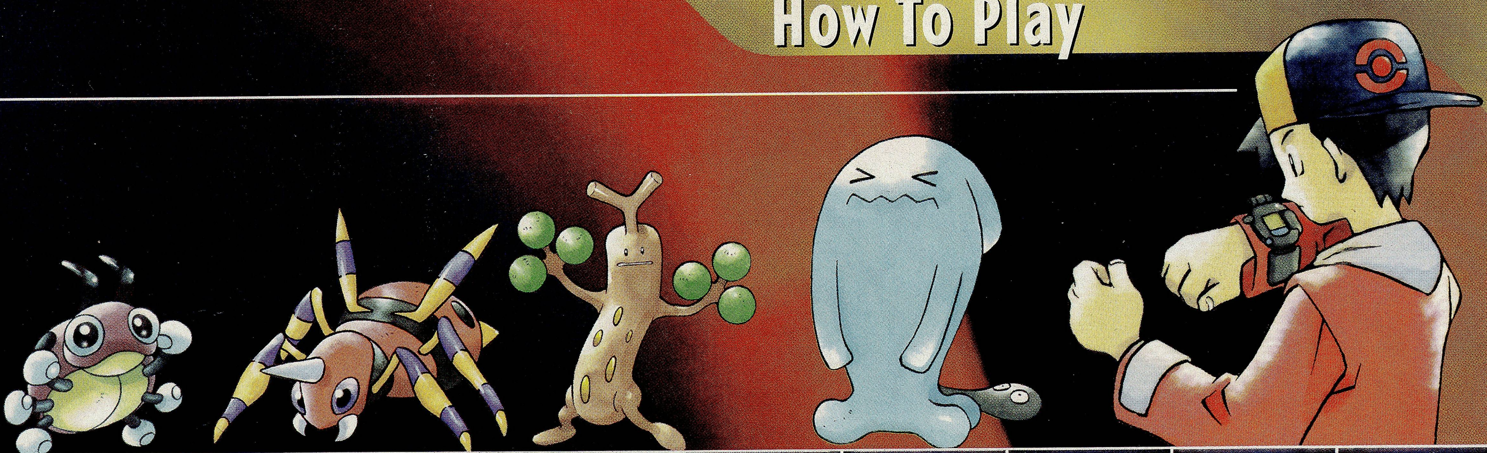
	NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON
NORMAL								
FIRE		▲	▲		●	●		
WATER		●	▲		▲			
ELECTRIC			●	▲	▲			
GRASS		▲	●		▲			▲
ICE		▲	▲		●	▲		
FIGHTING	●					●		▲
POISON					●			▲
GROUND		●		●	▲			●
FLYING				▲	●		●	
PSYCHIC							●	●
BUG		▲			●		▲	▲
ROCK		●				●	▲	
GHOST	X							
DRAGON								
DARK							▲	
STEEL		▲	▲	▲		●		

● = "It's super-effective!" ▲ = "It's not very effective." X = "It has no effect."

Physical Attacks vs. Special Attacks

Earlier versions of Pokémon featured Attack, Defense, and Special statistics. In *Gold* and *Silver*, the Special category breaks down into its own Attack and Defense stats. Attack and Defense stats deal specifically with Physical attacks (listed in the following Physical Attack Type list). Special Attack and Defense stats now deal specifically with Special Attacks (listed in the following Special Attack Type list).

Obviously, a Pokémon's stats in these areas determines how effective certain attacks will be and how well the Pokémon will resist other attacks. Keep this in mind when putting your Pokémon into battle situations where you know what types of attacks the opponent Pokémon are likely to use.



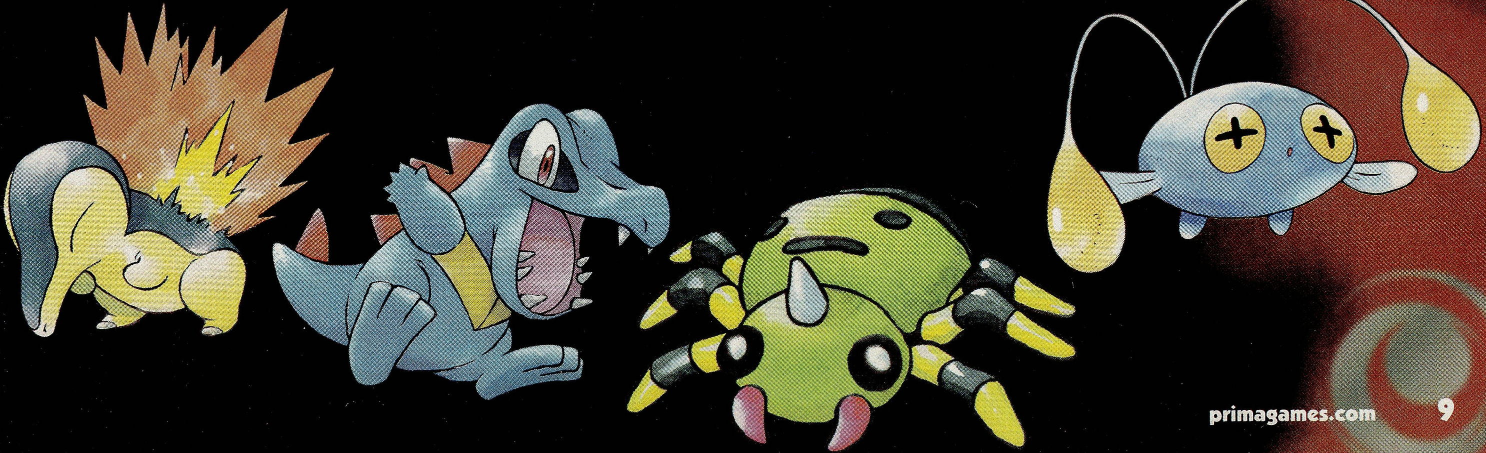
	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST	DRAGON	DARK	STEEL
					▲	X			▲
				●	▲		▲		●
	●				●		▲		
	X	●					▲		
	●	▲		▲	●		▲		▲
	●	●					●		▲
		▲	▲	▲	●	X		●	●
	▲				▲	▲			X
		X		▲	●				●
				●	▲				▲
			▲					X	▲
		▲	●			▲		●	▲
	▲	●		●					▲
			●			●		▲	▲
							●		▲
			●			●		▲	▲
					●				▲

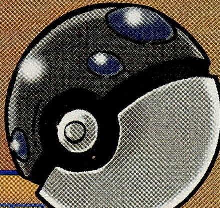
Physical Attack Types

Bug
Fighting
Flying
Ghost
Ground
Normal
Poison
Rock
Steel

Special Attack Types

Dark
Dragon
Electric
Fire
Grass
Ice
Psychic
Water





NOTE

Weakening the Pokémon you're trying to capture won't guarantee you'll catch it. In fact, a Poké Ball may rock up to three times and a Pokémon can still break free. You may be disappointed when this happens, but remember—it's all part of the game, and true Pokémon Trainers don't give up easily!

Capturing Pokémon

To become the world's greatest Pokémon Trainer, you must enlist the services of Pokémon other than the one you start with, and you must capture these using Poké Balls. Because most Pokémon are pretty energetic, they'll easily break free from any Poké Ball you throw at them unless you weaken them first. Until your Pokémon learn moves to put a Wild Pokémon to Sleep or otherwise subdue it, the most effective way to capture one is to fight and wear it down.

Don't overdo it, though, or you may accidentally defeat the Pokémon you're trying to capture when it Faints, ending the battle. Once you've reduced the target Pokémon's health points to the point where its health bar turns red, you'll need to switch tactics and to start tossing Poké Balls.

When you start out, standard Poké Balls work just fine. As you progress through the game, however, you'll find that different types have different success rates. And, depending on the abilities and level of the Pokémon you want to capture, you must use the appropriate Poké Ball to improve your chances.

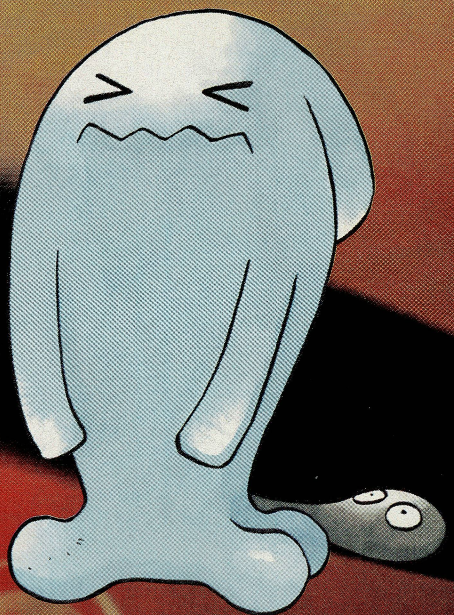
Other Ways to Capture Pokémon

In addition to random encounters as you explore tall grass, dark caves, and bodies of water, you'll find other ways to collect Pokémon. They include:

- *Once you get a fishing pole, simply cast your line to any body of water and fish 'til the cows come home!*
- *Participate in events such as the Bug-Catching Contest in National Park.*
- *Use moves such as Rock Smash and Headbutt to flush out hidden Pokémon.*

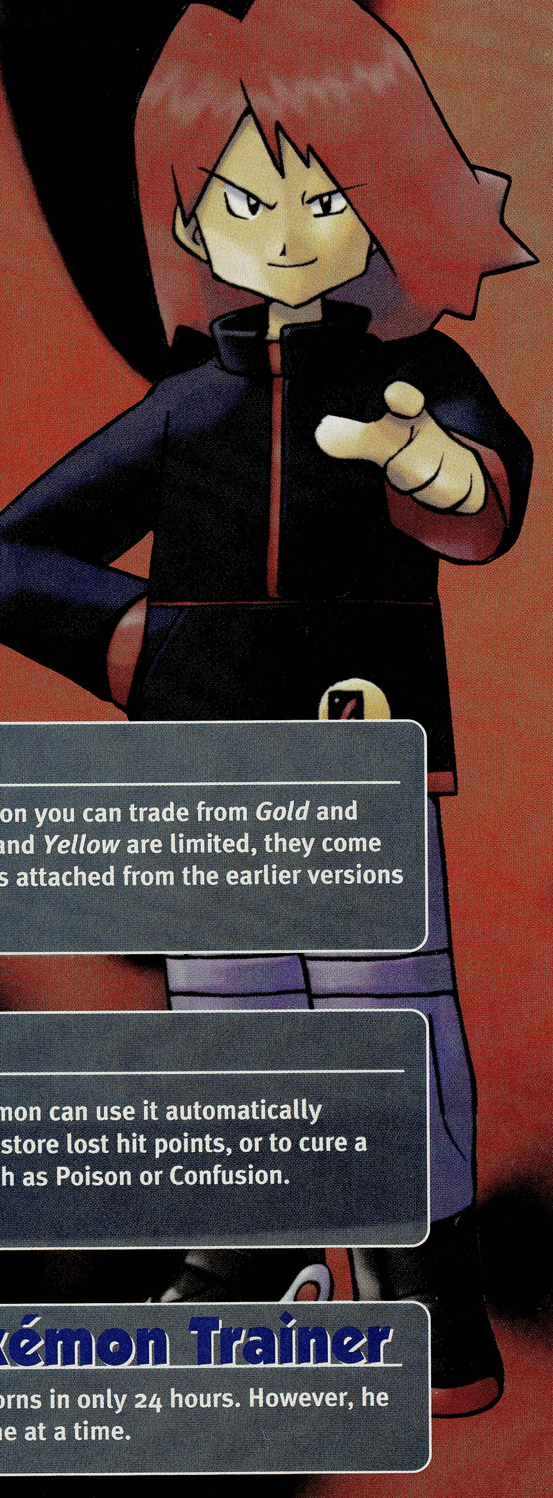
Using the Hidden and Technical Machines

With each Gym Leader you defeat, you gain the ability to use one of seven Hidden Machines ("HMs"). These special machines allow your Pokémon to learn moves they can use both in battle and to help negotiate various types of terrain during your trek.



HM FIELD ABILITIES

MOVE	ABILITY
CUT (HM1)	Slice through shrubbery to create a path.
FLY (HM2)	Take to the skies and instantly travel to any city you've visited.
SURF (HM3)	Travel across water.
STRENGTH (HM4)	Move even the largest boulder.
FLASH (HM5)	Light up even the darkest cave.
WHIRLPOOL (HM6)	Calm swirling waters so you can pass over them.
WATERFALL (HM7)	Travel past even the tallest waterfall.



OTHER ABILITIES

Your Pokémon may use the following moves outside of battle.

MOVE	ABILITY
ROCK SMASH	Reduce large, cracked boulders to rubble (and find something underneath!).
HEADBUTT	Shake any tree you face (and "loosen up" something above!).
DIG	Tunnel out of any cave.
SWEET SCENT	Attracts Wild Pokémon, increasing the frequency of random battles.
SOFTBOILED	Distributes 1/5 HP of Pokémon using the move among the party's other Pokémon.
MILK DRINK	Distributes 1/5 HP of Pokémon using the move among the party's other Pokémon.

Trading Pokémon

Using the Game Link® (sold separately), you can trade your captured Pokémon with your friends. After a certain point in the game, you can even trade with friends who have *Red*, *Blue*, or *Yellow* versions.

Although the Pokémon you can trade from *Gold* and *Silver* to *Red*, *Blue*, and *Yellow* are limited, they come with bonuses—Items attached from the earlier versions of the game.

Attaching Objects

In *Pokémon Gold* and *Silver*, Pokémon can hold objects! This enables you to do wonderful things, such as trade your Pokémon with a personalized letter attached. And when you attach a Berry to a Pokémon, the Pokémon can use it automatically during a battle to restore lost hit points, or to cure a status anomaly, such as Poison or Confusion.

Apricorns–Kurt's Gift to the Pokémon Trainer

When you reach Azalea Town, you'll encounter Kurt, who can make extra-special Poké Balls from hollowed-out Apricorns in only 24 hours. However, he can work on only one at a time.

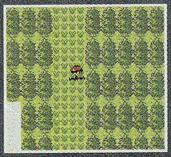
Pokéguide

In the three years since *Pokémon Red*, *Blue*, and *Yellow's* appearance, Pokémon research has really taken off, and many new things have been discovered about the care and capture of Pokémon.

Capturing Pokémon

Successful Pokémon Trainers know all the tricks of the trade when it comes to capturing Pokémon. They know where to go and which tools to use. The basics haven't changed much since the days of *Pokémon Red*, *Blue*, and *Yellow*, and if you were good at capturing Pokémon then, you'll have no problem now. But because some new ways of finding Pokémon were discovered recently, it's a good idea to go over the process again.

Exploring the Tall Grass



The most common method of catching Pokémon is simply to walk through areas where the grass is long and shaggy. Wild Pokémon love to hide where they can't be easily seen, and long grass fits the bill. However, you have no control over when you'll encounter a Wild Pokémon in the long grass, so be cautious: if your Pokémon is too weak and injured for battle, keep off the grass!

Surfing

If you can catch land- and air-dwelling Pokémon while walking in the grass, you should be able to catch certain shallow-swimming Pokémon when you surf. The number of Pokémon you encounter this way is limited (20 Pokémon in all), but they do make travel over water more interesting. You'll need HM03 (Surf), the Fog Badge (from the Ecruteak City Gym), and a Pokémon capable of learning Surf.

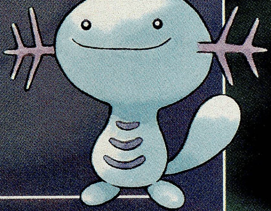
Pokémon You Can Catch While Surfing

- Dratini
- Goldeen
- Golduck
- Grimer
- Gyarados
- Horsea
- Magikarp
- Mantine (Gold only)
- Muk
- Poliwag
- Poliwhirl
- Psyduck
- Quagsire
- Seadra
- Seaking
- Slowbro
- Slowpoke
- Tentacool
- Tentacruel
- Wooper

Fishing

To fish for Pokémon, you need only a fishing rod. Three rod types are available; each allows you to catch different Pokémon types at different levels. The Old Rod, found at the Pokémon Center on Route 32, is the weakest fishing rod. It allows you to capture Poliwag, Tentacool, Krabby, Goldeen, and Magikarp at L10. You receive the Good Rod in Olivine City. It more than doubles the number of Pokémon you can catch–Poliwag, Tentacool, Krabby, Horsea, Goldeen, Magikarp, Gyarados, Dratini, Shellder, Staryu, and two others, at L20.

The Super Rod you find on Route 12 in the Kanto region, allows you to catch all the fish in the waters, usually at L40. In addition to the foregoing Pokémon, you can catch Tentacruel, Seadra, Seaking, Dragonair, Kingler, Qwilfish, Remoraid, and another special Pokémon.



Headbutting

Headbutting is a new way to capture Pokémon. It allows you to use TM02 (Headbutt), found in the Ilex Forest, outside battle to shake Pokémon loose from a certain type of tree that appears only in the Johto region. It comes in two varieties–Forest Trees and Mountain Trees. Tree type dictates which Pokémon appear.

The Pokémon marked with asterisks in the following table don't appear everywhere you'll find Forest or Mountain Trees. Search around (or read Chapter 5 closely) to find those rare Pokémon.

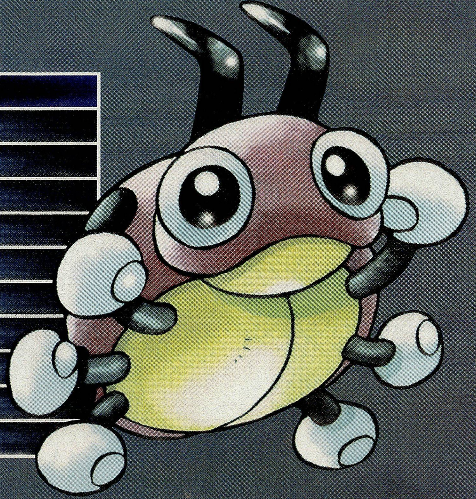
POKÉMON FOUND WHILE HEADBUTTING TREES

	GOLD VERSION	SILVER VERSION
Forest Trees	Caterpie	Weedle
	Metapod *	Kakuna *
	Butterfree	Beedrill
	Exeggcute	Exeggcute
	Pineco *	Pineco *
Mountain Trees	Aipom	Aipom
	Heracross *	Heracross *
	Spearow	Spearow

*These Pokémon appear in special locations.

WHERE TO FIND TREE TYPES

FOREST TREES	MOUNTAIN TREES
Route 27	Route 29
Route 34	Route 30
Route 35	Route 31
Route 36	Route 32
Route 37	Route 33
Route 38	Route 42
Route 39	Route 43
Azalea Town	Route 44
Ilex Forest	–
Lake of Rage	–



Rock Smash

Rock Smash (TM08) combines the obstacle-removing power of HM04 (Strength) with the Pokémon-disturbing effect of TM02 (Headbutt). In effect, it allows you to crush certain types of boulders to find Pokémon.

Unfortunately, there are only two Pokémon types you can find by Rock Smashing boulders–Shuckle and Krabby. Of the two, Krabby is the easiest to find. Shuckle appear only under rocks on Routes 40 and 41 and on the outskirts of Cianwood City.

The Day and Nite Factor

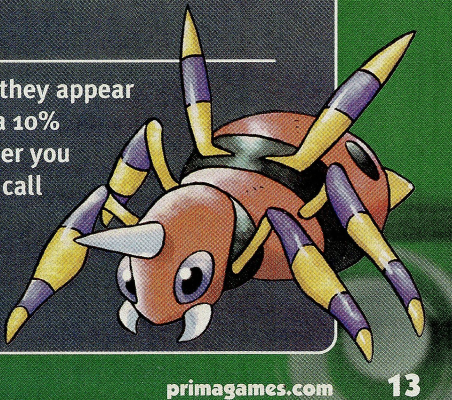
Certain Pokémon appear in the wild only at certain times of day. To catch the owl-like Hoothoot, you must seek it in the dark of nite. To capture the plant-like Hoppip, which requires the light of day to grow, look during the morning or afternoon. Usually, you can catch Pokémon who live in caves or other dark places at any time of the day.

Day-nite restrictions apply only to capturing Pokémon and don't dictate when you can use a Pokémon after you catch it. They don't even affect a Pokémon's effectiveness. A Hoothoot is no more powerful at night than during the day, for example.

In-Season Pokémon

Some rare Pokémon appear more often when they're "In-Season." Moreover, you'll find Trainers in Johto who know exactly when a Pokémon is In-Season and when it isn't. If you battle one of those Trainers and win, you can exchange phone numbers, and then at some later time you'll get "the call."

The most familiar seasonal Pokémon is, of course, that blue mouse, Marill. Marill live in Mt. Mortar and when they're not In-Season, they appear very infrequently (less than a 10% chance of appearing). But after you get that all-important phone call from a certain Trainer at the top of Route 45, you can find them easily.

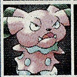


It works this way: once you've exchanged phone numbers with another Trainer, you can expect a call every hour or two. The game randomly determines which Trainer makes the call (if you have more than one number saved in your PokéGear) and which call type you'll get–either "My Pokémon are looking awesome" or "Let's battle again!" After you exchange phone numbers with a Trainer who can tell you about In-Season Pokémon, that call is added to the list of random choices. The quickest way to get an In-Season call, then, is to make that Trainer's phone number the only one listed in your PokéGear.

You have roughly 30 minutes from the time you get an In-Season call to get to the right location and catch that Pokémon. Because the clock in *Pokémon Gold* and *Silver* runs in real time, you can't just save the game after you get a call and expect the timer to keep counting when you return.

In-Season Pokémon

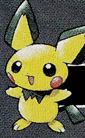
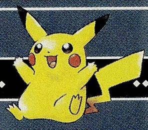
The following Pokémon appear seasonally

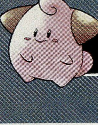
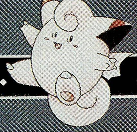
	POKÉMON NAME	LOCATION	TRAINER LOCATION
?	Qwilfish	Route 32 (Fish)	Ralph, Route 32
?	Dunsparce	Dark Cave (Violet City Side)	Anthony, Route 33
?	Yanma	Route 35	Arnie, Route 35
	Snubbull	Route 38	Chad, Route 38
	Marill	Mt. Mortar 1F-2F	Parry, Route 45
?	Remoraid	Route 44 (Fish)	Wilton, Route 44

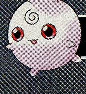
Baby Pokémon

Baby Pokémon have also been discovered in *Pokémon Gold* and *Silver*. These represent the unevolved, earliest stage of some of your favorite Pokémon from *Pokémon Red*, *Blue*, and *Yellow*. Except for Tyrogue and Togepi, you can't win Baby Pokémon in an event or capture them in the wild. Instead, you must breed two Pokémon at Day-Care and then hatch them from a Pokémon Egg. (Refer to the following section for more information on breeding Pokémon).

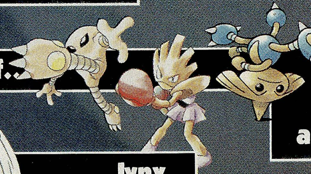
The following Baby Pokémon have been discovered!



Pichu is the pre-evolutionary form of... ...Pikachu.



Cleffa is the pre-evolutionary form of... ...Clefairy.



Igglybuff is the pre-evolutionary form of... ...Jigglypuff.

?

Tyrogue is the pre-evolutionary form of... ...Hitmonlee, Hitmonchan, and Hitmontop.

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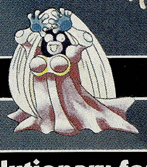
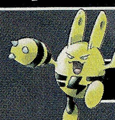
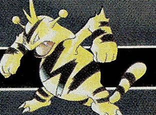
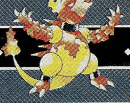
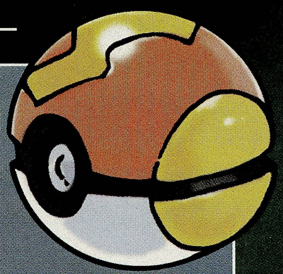

Smoochum is the pre-evolutionary form of... ...Jynx.



Elekid is the pre-evolutionary form of... ...Eletabuzz.

?

Magby is the pre-evolutionary form of... ...Magmar.

The Poké Ball Round-up



A whole new group of handmade Poké Balls have been added to the Pokémon Trainer's arsenal. This vast number of new Poké Ball types makes it easy to get confused about which Poké Ball you should use in which situation. Here's some help in sorting it all out.

Purchased Poké Balls

In the shops located in Johto and Kanto, you can purchase three kinds of Poké Balls–Poké Balls, Great Balls, and Ultra Balls. They differ only by price and efficiency. But although an Ultra Ball will usually capture more Pokémon more efficiently than a Poké Ball, that's not always the case. For example, it's entirely possible to catch a L70 Lugia with a Great Ball while being unable to capture a L5 Unown with an Ultra Ball.

You must decide for yourself which Poké Balls to buy. If you always have good luck with Ultra Balls and you have the money to spend, go for it. But if you have an equal amount of luck with Great Balls, you can save a lot of money by buying them instead, or purchasing a combination.

Specialty Poké Balls

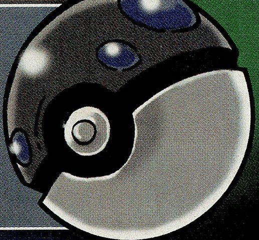
The number of specialty Poké Balls has increased from one (the very rare Master Ball) to eight. When you get to Azalea Town, you'll meet a man named Kurt who can transform the colored Apricorns into awesome Poké Balls.

First collect Apricorns of various colors from their respective trees in the Johto region. Then pay Kurt a visit. He can create a single Poké Ball every 24 hours, so, if you plan to lay in a supply of a certain type, you'll need to plan far in advance.

The Apricorn you give Kurt determines the type of Poké Ball he makes. Refer to the following table to learn which Apricorn makes which Poké Ball type.

Apricorn Conversions

APRICORN	LOCATION	SPECIAL POKÉ BALL
BLK Apricorn	Route 37	Heavy Ball
BLU Apricorn	Route 37	Lure Ball
GRN Apricorn	Route 42	Friend Ball
PNK Apricorn	Route 42	Love Ball
RED Apricorn	Route 37	Level Ball
WHT Apricorn	Azelea Town	Fast Ball
YLW Apricorn	Route 42	Moon Ball



How to Use the Specialty Poké Balls

You can greatly improve your chances of catching a certain Pokémon if you use the correct Poké Ball in the right situation. The following table explains when to use each of Kurt's Poké Balls.

BALL NAME	USE	POKÉMON EXAMPLE
FAST BALL	Capture Pokémon with high Speed ratings.	Entei, Raikou, and Suicune
FRIEND BALL	The Pokémon you capture with this starts out liking and trusting you. This ball is great for capturing Pokémon who evolve further after their Happiness rating reaches a certain point.	Chansey, Golbat
HEAVY BALL	Capture larger-than-average Pokémon.	Snorlax, Onix, and Chansey
LEVEL BALL	Capture Pokémon of significantly lower levels than your lead Pokémon. It's fun to use this Poké Ball on Pokémon such as the Legendary Pokémon, and even Ho-oh or Lugia, if your lead Pokémon's level is at least double theirs.	–
LOVE BALL	Capture a Pokémon whose gender is opposite your lead Pokémon's.	–
MOON BALL	Improve your chances of catching Moon Stone-evolved Pokémon.	Clefairy, Jigglypuff, Nidorina, Nidorino

The Master Ball is the ultimate Poké Ball, and the rarest. You get a single ball as a reward for completing the Johto Pokémon Gym Challenge and you have the opportunity to win one every week through the Lucky Number Contest. Master Balls allow you to capture any Pokémon in the game with 100 percent success.

NOTE

If you've played Pokémon before, you already know that some Pokémon evolve and some don't. This section deals with the Pokémon that do evolve into different forms.

Evolving Pokémon

Once you've caught a Pokémon, you'll probably want to evolve it into a stronger form (if possible). Again, you should consider some new discoveries in this area of Pokémon Research.

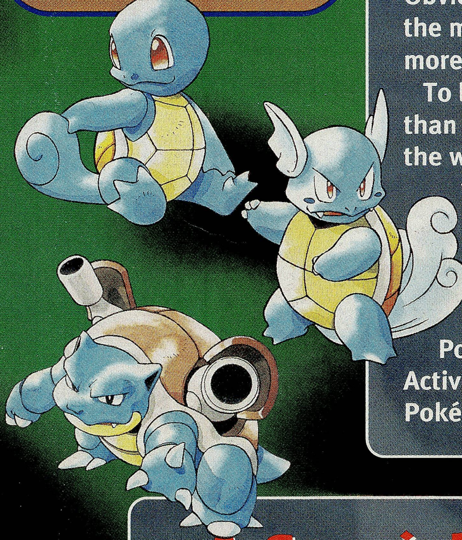
Evolving the Hard Way

The usual way to evolve Pokémon is by leveling up. Pokémon rise in levels as they accumulate experience points in battle. Obviously, the more a Pokémon battles, the more experience points it gains and the more rapidly its level increases.

To level up a Pokémon that's weaker than the other Pokémon around (either in the wild or belonging to other Trainers), you can use the standard bait-and-switch training method: Because experience points from battle are divided equally among the participants, you should put your weak Pokémon-in-training at the top of your Active Pokémon list (making it your lead Pokémon), and then exchange it for another, stronger Pokémon during the battle's first round. This way, it earns a share of the experience without getting harmed.

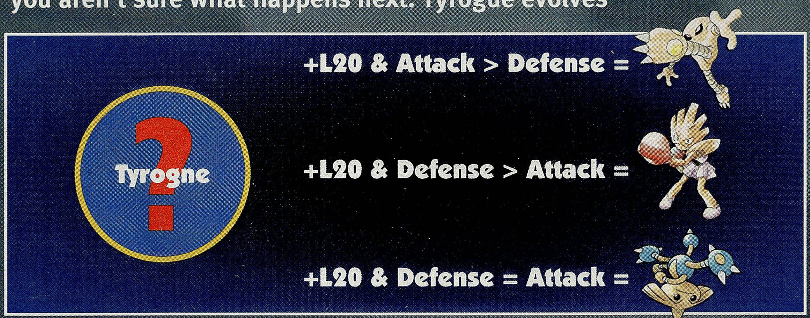
Now you can equip your experience-starved Pokémon with the Exp. Share item, as well. This guarantees the wearer one-half the experience earned in any and all battles, without setting one little foot in the battle arena. Thus, you needn't sacrifice the first turn of battle to the exchange of Pokémon.

Or find a Wild Chansey and steal its Lucky Egg. Attach it to your Pokémon to double the experience points it receives in battle! Now if only you could attach two items at once!



A Special Evolution

So you got the Tyrogue from King Karate in Mt. Mortar–or you bred one using a Hitmonchan or Hitmonlee from *Pokémon Red*, *Blue*, and *Yellow*–and you aren't sure what happens next. Tyrogue evolves at L20 into either Hitmonchan, Hitmonlee, or Hitmontop, depending on its Attack and Defense stats. The formula works like this:

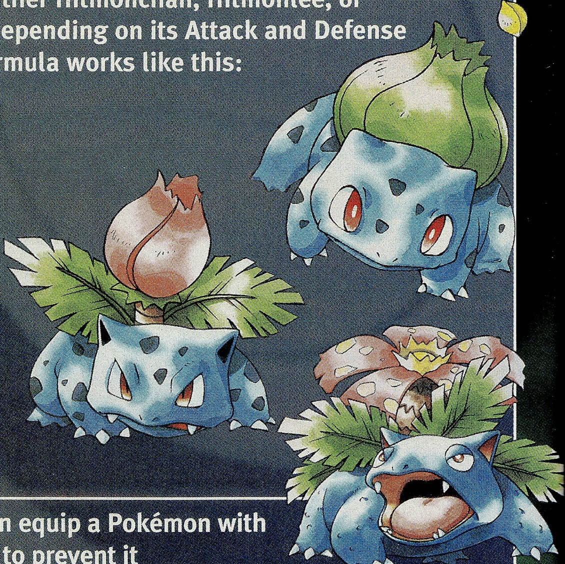


+L20 & Attack > Defense =

+L20 & Defense > Attack =

+L20 & Defense = Attack =

("Defense = Attack" means the Defense stat is equal to the Attack stat.)



Preventing Evolution

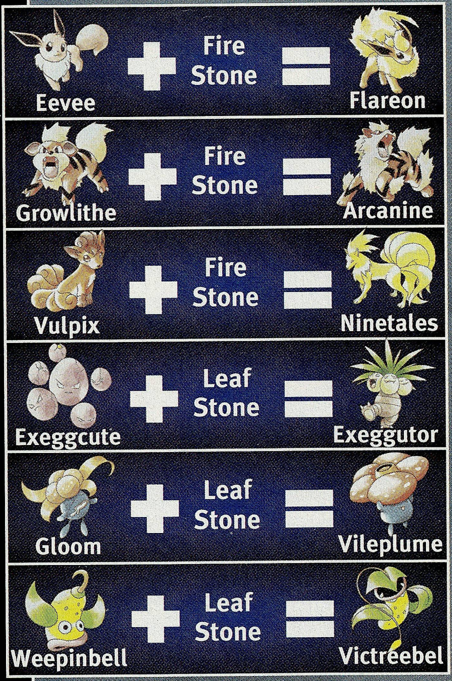
When a Pokémon reaches the level at which it naturally evolves, you must decide quickly whether you really want it to. Although evolved Pokémon are stronger, they learn moves more slowly than their early forms. If this makes a difference to you (and in some cases it should), press Ⓑ during its metamorphosis to stop it from evolving.

You also can equip a Pokémon with an Everstone to prevent it accidentally evolving. You'll receive Everstones from Prof. Elm (when you show him Togepi), Bill's Grandpa (when you show him Lickitung), and as second prize at the Bug-Catching Contest.

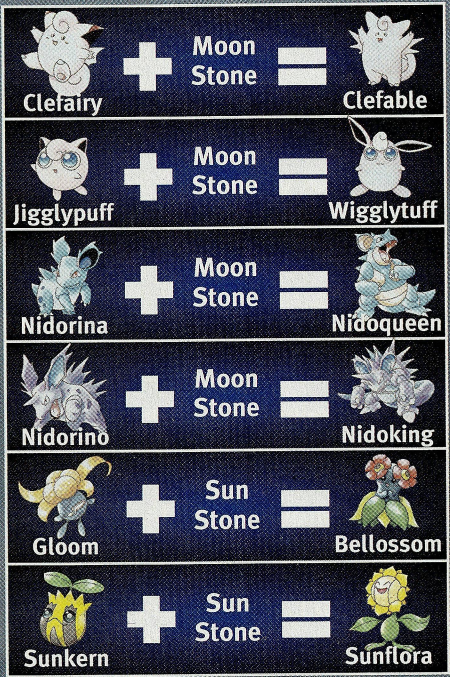
Evolution Stones

Some Pokémon evolve only when you feed them a specific Evolution Stone. Six kinds of Evolution Stones are available. Fire, Water, Leaf, and Thunder Stones appear only once; Sun and Moon Stones appear at the ends of specific events.

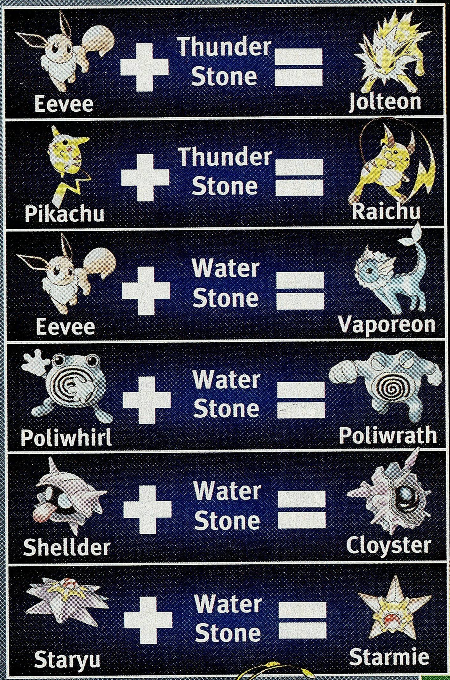
Pokémon That Evolve Using Evolution Stones



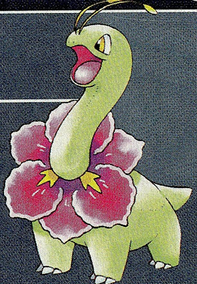
Pokémon	Stone	Evolves into
Eevee	Fire Stone	Flareon
Growlithe	Fire Stone	Arcanine
Vulpix	Fire Stone	Ninetales
Exeggcute	Leaf Stone	Exeggutor
Gloom	Leaf Stone	Vileplume
Weepinbell	Leaf Stone	Victreebel



Pokémon	Stone	Evolves into
Clefairy	Moon Stone	Clefable
Jigglypuff	Moon Stone	Wigglytuff
Nidorina	Moon Stone	Nidoqueen
Nidorino	Moon Stone	Nidoking
Gloom	Sun Stone	Bellossom
Sunkern	Sun Stone	Sunflora

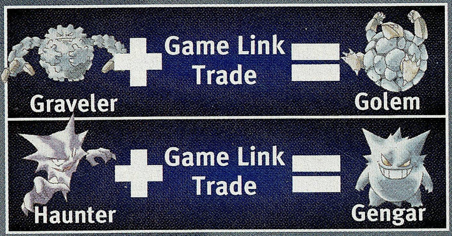


Pokémon	Stone	Evolves into
Eevee	Thunder Stone	Jolteon
Pikachu	Thunder Stone	Raichu
Eevee	Water Stone	Vaporeon
Poliwhirl	Water Stone	Poliwrath
Shellder	Water Stone	Cloyster
Staryu	Water Stone	Starmie

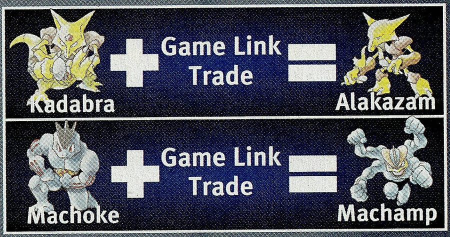


Evolution Over the Game Link

Four Pokémon evolve when you trade them over the Game Link:

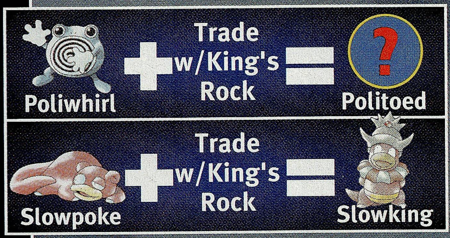


Pokémon	Method	Evolves into
Graveler	Game Link Trade	Golem
Haunter	Game Link Trade	Gengar

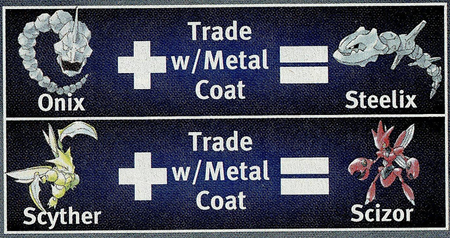


Pokémon	Method	Evolves into
Kadabra	Game Link Trade	Alakazam
Machoke	Game Link Trade	Machamp

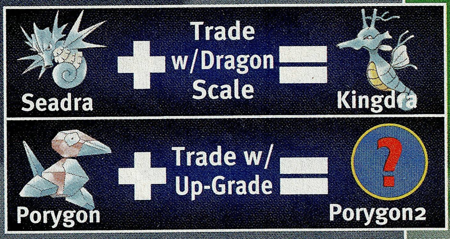
But that's not all! In *Pokémon Gold* and *Silver*, researchers have discovered that certain other Pokémon will evolve over the Game Link once you attach a specific item to them. Here are the combinations:



Pokémon	Method	Evolves into
Poliwhirl	Trade w/King's Rock	Politoed
Slowpoke	Trade w/King's Rock	Slowking

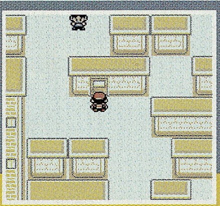


Pokémon	Method	Evolves into
Onix	Trade w/Metal Coat	Steelix
Scyther	Trade w/Metal Coat	Scizor



Pokémon	Method	Evolves into
Seadra	Trade w/Dragon Scale	Kingdra
Porygon	Trade w/ Up-Grade	Porygon2

The Happiness Factor

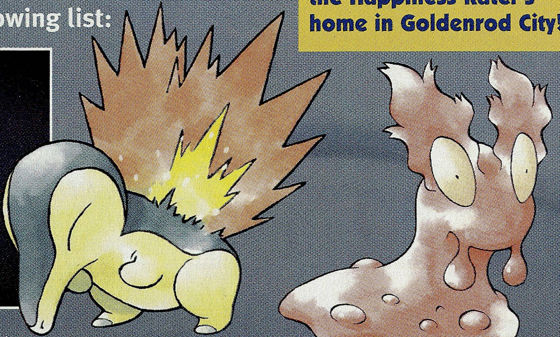


Remember how to find the Happiness Rater's home in Goldenrod City!

Some Pokémon will evolve only when they love and trust their Trainer enough. It's difficult to judge your Pokémon's Happiness rating because it's a hidden figure. Instead, you must visit the Happiness Rater in Goldenrod City.

If you want the Happiness Rater to judge a specific Pokémon's mood, first move that Pokémon to the top of your list of Active Pokémon. Then talk to the Happiness Rater. She counts six levels–from absolute hatred to supreme happiness, shown in order from best to worst in the following list:

Level 1: "It looks really happy! It must love you a lot."
Level 2: "I get the feeling that it really trusts you."
Level 3: "It's friendly toward you. It looks sort of happy."
Level 4: "It's quite cute."
Level 5: "You should treat it better. It's not used to you."
Level 6: "It doesn't seem to like you at all. It looks mean."

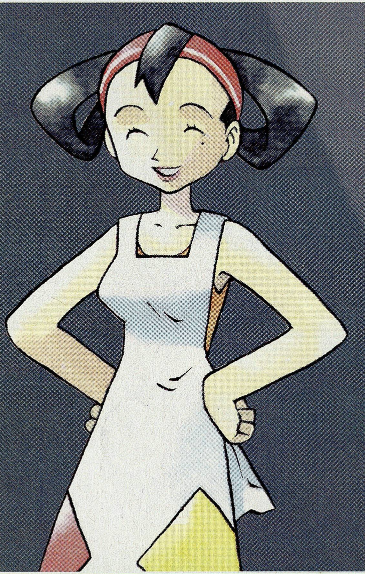


When you capture a Pokémon or receive one in an event, its Happiness rating is at Level 5 ("You should treat it better. It's not used to you") It will drop to Level 6 if you abuse it by feeding it bitter potions, eliminate it again and again in battle, neglect to heal its Status Anomalies, and so on. Although leaving a Pokémon in Bill's PC or at the Day-Care won't make it hate you, it will make it forget what a loving owner you were before you stored it there. (That is, a Pokémon left behind will drop only as low as Happiness Level 5).

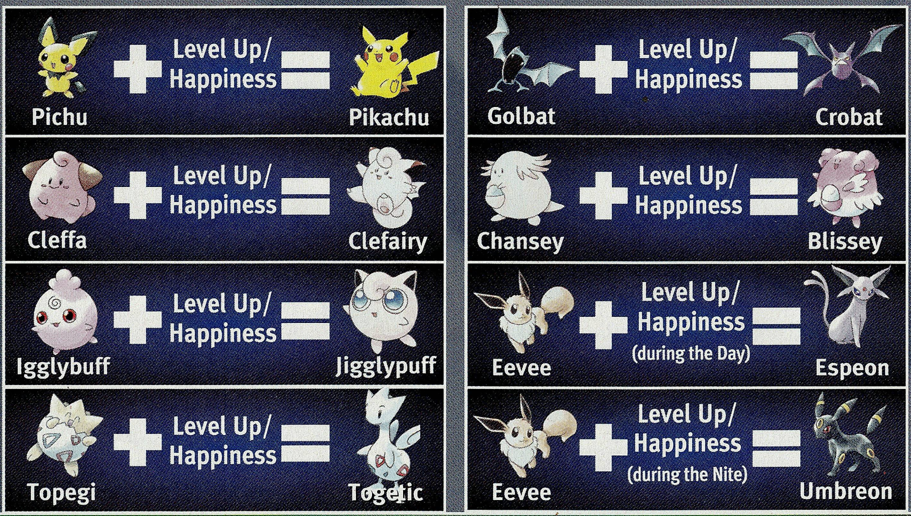
If you want one of the following Pokémon to evolve to its next form, you must raise its Happiness rating to Level 1 "It looks really happy! It must love you a lot." A happy Pokémon, in general, is one that spends time near its Trainer in the Active party. If you want a Pokémon to like you, use it in a lot of battles, or just keep it in your Active party.

You can do a lot of little things to make your Pokémon like you faster:

- Feeding it lots of Pokémon Power-ups such as Protein, Carbos, and the like is the quickest (and most expensive) way to make your Pokémon love you!
- Take it to the Haircut Brothers in the Underground Passage in Goldenrod City. For ₽300/₽500 a day they'll groom and pamper your favorite Pokémon.
- Take your Pokémon to visit Daisy in Pallet Town. Every day between 3 and 4 in the afternoon, Daisy gives your Pokémon free haircuts.
- Heal your Pokémon quickly whenever it gets hurt, Poisoned, Burned, and so on. Pokémon don't like being hurt. Above all, don't let them Faint in battle!



The following Pokémon level up when they love their Trainers:



Pichu	+	Level Up/ Happiness	=	Pikachu
Cleffa	+	Level Up/ Happiness	=	Clefairy
Igglybuff	+	Level Up/ Happiness	=	Jigglypuff
Topegi	+	Level Up/ Happiness	=	Togetic
Golbat	+	Level Up/ Happiness	=	Crobat
Chansey	+	Level Up/ Happiness	=	Blissey
Eevee	+	Level Up/ Happiness (during the Day)	=	Espeon
Eevee	+	Level Up/ Happiness (during the Nite)	=	Umbreon

Breeding Pokémon

Of course, the biggest news is the fact that you can breed your own Pokémon. The couple who runs the Day-Care on Route 34, in the Johto region, has discovered that when male and female Pokémon are left there together, a Pokémon Egg may result!

Breeding Pokémon is simple if you follow these rules:

Rule 1: You must leave a male Pokémon and a female Pokémon together at the Day-Care at the same time (with exceptions, see the following).

Rule 2: The two Pokémon must show interest in each other.

Exceptions to the male/female rule involve the genderless Pokémon, Ditto. You can breed a Ditto with almost any Pokémon of either gender and end up with an Egg. You can't, however, leave two male or two female Pokémon at the Day-Care and expect to end up with an Egg.

A baby inherits its type and its positive stats from its mother. That is, if the female Pokémon is a Chikorita, the baby Pokémon will be a Chikorita, too; if the mother has a high Speed stat, the child will be fast, too.

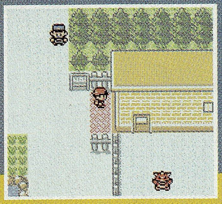
From the father Pokémon, the baby may learn any moves it wouldn't learn normally. Thus, you can breed customized Pokémon based on the mother's stats and the father's moves. However, the inheritance of moves occurs very rarely, so don't count on it!

Rule 2 is very important: would-be Pokémon parents must be interested in each other before they can produce an Egg. When you leave two Pokémon behind at the Day-Care, be sure to talk to them first in the pen outside to learn what they think of one another.

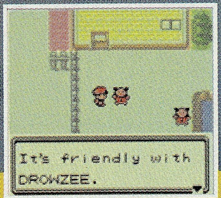
If one Pokémon shows any sign of liking the other, the two will create an Egg. If they show no interest in one another, they'll never create one. (Makes sense, right?) And the more two Pokémon like each other, the more compatible they are, the quicker they'll make an Egg, *and* the more quickly that Egg will hatch.

Once you've chosen two compatible Pokémon, you must leave them alone for a while. Keep checking back; if you see the Day Care Man waiting outside in the pen, you know you have an Egg waiting. The Day Care Man won't give you an Egg, though, unless you have an empty slot in your belt, so check before you talk with him. There is a PC in the Day-Care just for that purpose.

To hatch an Egg, carry it around with you in your Active party until it starts to crack.

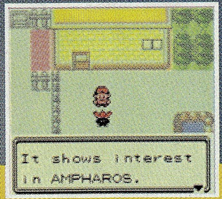


Yes, it's the Day-Care on Route 34.



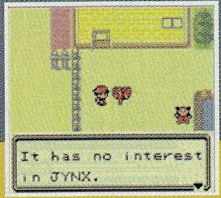
It's friendly with DROWZEE.

He likes her!



It shows interest in AMPHAROS.

They sort of like each other.



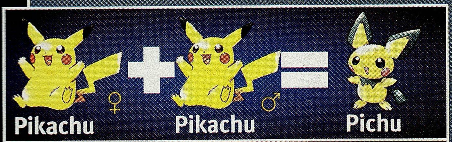
It has no interest in JYNX.

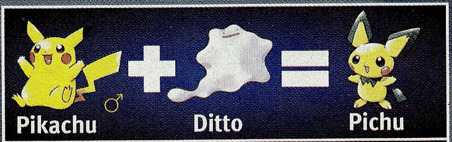
No interest, no Egg!

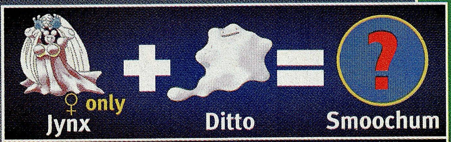
Breeding Examples

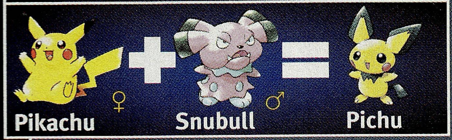
What follows are a few sample Pokémon combinations, starting with male–female breeding.

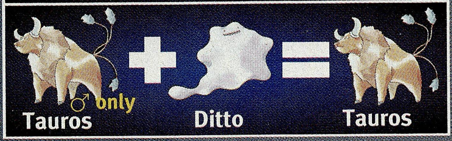
Ditto offers a way around some of the problems with male–female breeding. You can mate any Pokémon that can breed (and many can't) with a Ditto. Such mating is like cloning or copying. To breed some Chikorita, for example, starting with a male, mate it with a Ditto to get a Chikorita-containing Egg. This also works if the Pokémon you want to breed has a set gender (such as a Nidoran ♂) or no gender (such as a Magnemite).

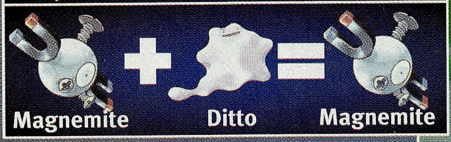








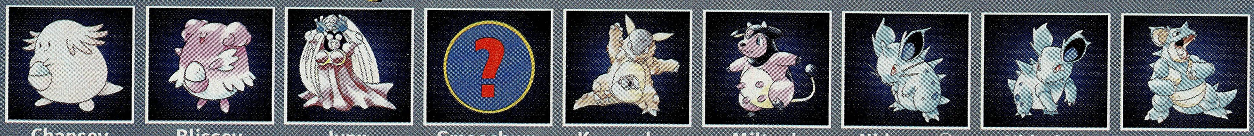




Miscellaneous Information

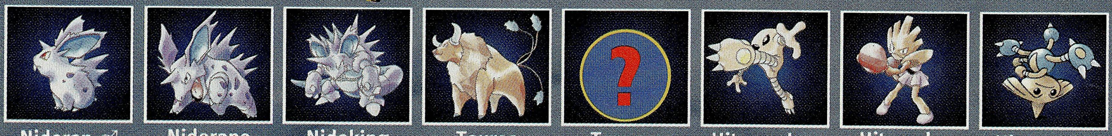
Read on to learn more—which Pokémon are always female, which are always male, and which can't be bred in the Day-Care.

Pokémon Always Female



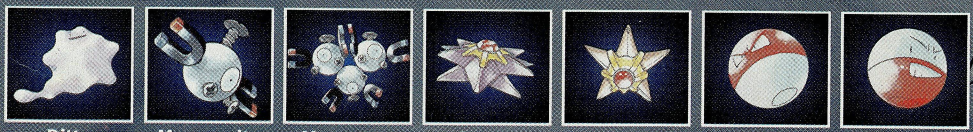
Chansey
Blissey
Jynx
Smoochum
Kangaskan
Miltank
Nidoran ♀
Nidorina
Nidoqueen

Pokémon Always Male



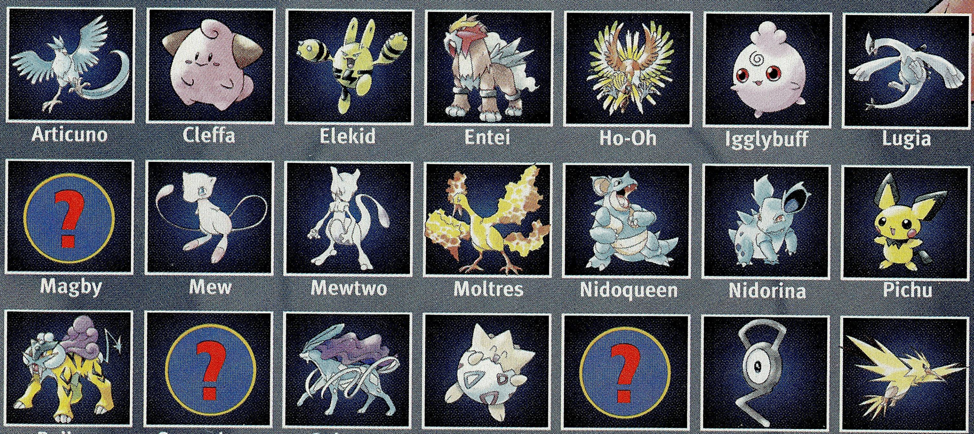
Nidoran ♂
Nidorano
Nidoking
Tauros
Tyrogue
Hitmonchan
Hitmonlee
Hitmontop

Genderless Pokémon



Ditto
Magnemite
Magneton
Staryu
Starmie
Voltorb
Electrode

Pokémon You Can't Breed

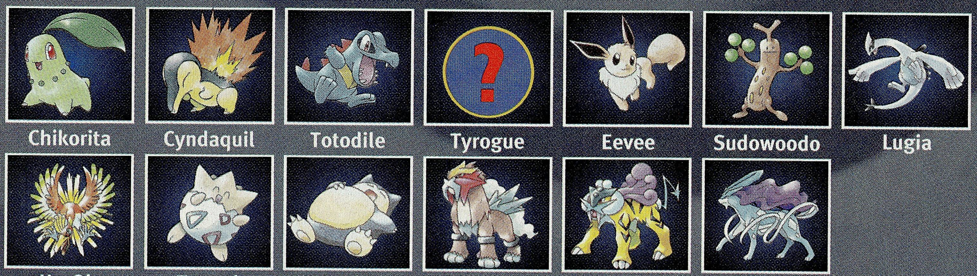


Articuno
Cleffa
Elekid
Entei
Ho-Oh
Igglybuff
Lugia
Magby
Mew
Mewtwo
Moltres
Nidoqueen
Nidorina
Pichu
Raikou
Smoochum
Suicune
Togepi
Tyrogue
Unown
Zapdos

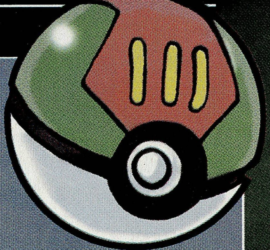
Gotta Catch 'Em All!™

How do you catch all the Pokémon in the game? Here's a quick look at what you must do to get those special Pokémon. (You can find the remaining Pokémon in the wild, breed them, or simply evolve them from Pokémon found in the game!) Good luck completing your Pokédex!

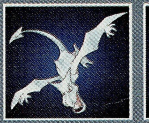
One-of-a-Kind Pokémon You Get in Events

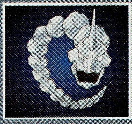


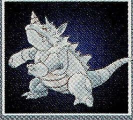
Chikorita
Cyndaquil
Totodile
Tyrogue
Eevee
Sudowoodo
Lugia
Ho-Oh
Togepi
Snorlax
Entei
Raikou
Suicune



Pokémon You Get in In-Game Trades

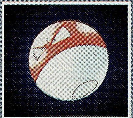

Aerodactyl


Onix


Rhydon

Rapidash

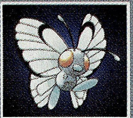
Shuckle


Voltorb

Pokémon You Can Catch in the Bug-Catching Contest

Caterpie

Metapod

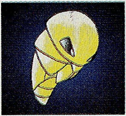

Butterfree

Pinsir

Scyther

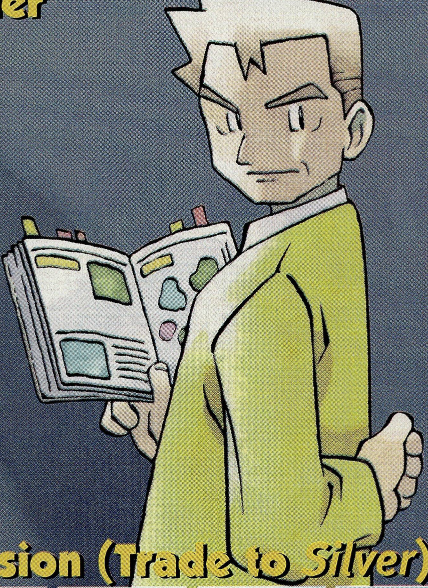
Venonat

Weedle

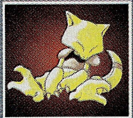

Kakuna

Beedrill

Pokémon You Can Buy in the Game Corner

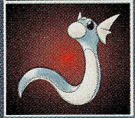


Goldenrod City

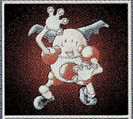

Abra
200 Coins

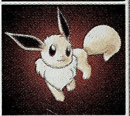
Ekans
700 Coins
(*Gold* Only)

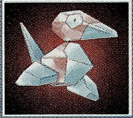
Sandshrew
700 Coins
(*Silver* Only)


Dratini
2100 Coins

Celadon City


Mr. Mime
3333 Coins


Eevee
6666 Coins
(*Gold* Only)


Porygon
9999 Coins
(*Silver* Only)

Pokémon That Appear Only in the *Gold* Version (Trade to *Silver*)

Spinarak

Ariados

Teddiursa

Ursaring

Gligar

Mantine

Growlithe

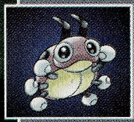
Arcanine

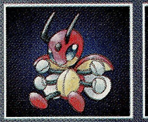
Mankey

Primeape

* You can also trade these from *Pokémon Red*, *Blue*, and *Yellow*

Pokémon That Appear Only in the *Silver* Version (Trade to *Gold*)


Ledyba


Ledian

Phanpy

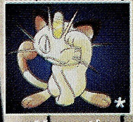
Donphan

Delibird

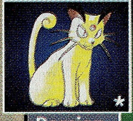
Skarmory

Vulpix

Ninetales



Meowth



Persian

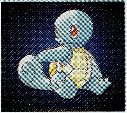
* You can also trade these from *Pokémon Red*, *Blue*, and *Yellow*

Pokémon You Must Trade from *Pokémon Red*, *Blue*, and *Yellow*

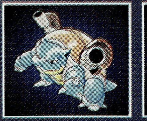
Bulbasaur

Ivysaur

Venusaur

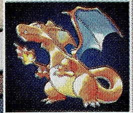

Squirtle

Wartortle


Blastoise

Charmander

Charmeleon


Charizard

Kabuto

Kabutops

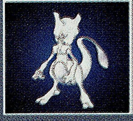
Omanyte

Omastar

Articuno

Zapdos

Moltres


Mewtwo

Mew

The Quick and Dirty Path

The world of *Pokémon Gold and Silver* comprises both the new Johto Region and the old familiar Kanto Region. To complete the game, you must explore both areas and collect the Gym Badges. As you complete the Pokémon Gym Challenge, you'll encounter new foes, old adversaries, and lots of tricky obstacles. The following flowchart, together with the chapter maps, will help you find your way.

NOTE

Although the route that follows is the quickest way through the game, it's not the only route. If you experiment, you'll find you can complete some events in a different order.

The Johto Region

In Japanese, *johto* means "west," and this area does indeed lie on the western side of the new Pokémon map. New Bark Town, the game's starting place, lies next to a new path in the game's Kanto Region. Kanto (which means "east") is the new name for the land featured in *Pokémon Red*, *Blue*, and *Yellow*. Because you can't Surf yet, you must explore the entire Johto Region before you head back to familiar surroundings!

New Bark Town (p.26)

- Choose a Pokémon from the three in Professor Elm's Pokémon Research Lab.

Cherrygrove City (p.30)

- Get the Map Card from the Guide Gent.

Route 30 (p.32)

- Get the Mystery Egg from Mr. Pokémon.
- Get the PokéDex from Professor Oak.

Cherrygrove City (p.30)

- Rival Battle #1

New Bark Town (p.26)

- Deliver the Mystery Egg to Professor Elm at his Pokémon Research Lab.
- Get Poké Balls from Professor Elm's assistant.

Violet City (p.34)

- Battle the Gym Leader, Falkner, and get the Zephyr Badge and TM31 (Mud-Slap).
- Get the Mystery Egg from Professor Elm's assistant in the Pokémon Center.
- Get HM05 (Flash) from the head Sage at the top of Sprout Tower.

Route 32 (p.38)

- Get the Old Rod from the Fisherman in the Pokémon Center.

Ruins of Alph (p.40)

- Get the Unowndex from one of the scientists in the Ruins of Alph Research Center after you catch three Unowns. (You must complete the puzzle before you may enter the ruins.)

Azalea Town (p.46)

- Go to the Slowpoke Well with Kurt and rescue the Slowpoke.
- Get the Lure Ball from Kurt.
- Battle the Gym Leader, Bugsy. Get the Hive Badge and TM49 (Fury Cutter).
- Rival Battle #2 outside the Ilex Forest Gatehouse!

Ilex Forest (p.50)

- Capture the FarFetch'd for the Charcoal Man's apprentice. Get HM01 (Cut) as a reward.
- Get TM02 (Headbutt) from a person in the forest.

Goldenrod City (p.56)

- Get the Bicycle from the Bicycle Shop.
- Get the Radio Card in the Radio Tower.
- Get the Coin Case in the Underground Passage.
- Fight the Gym Leader, Whitney. Get the Plain Badge and TM45 (Attract).
- Get the Squirtbottle from the house next to the Gym.

Routes 36 and 37 (p.70)

- Use the Squirtbottle on the moving "tree" and battle the Sudowoodo.
- Get TM08 (Rock Smash) from the man to the right of the obstruction.

Ecruteak City (p.72)

- Defeat the Kimono Girls to get HM03 (Surf) in the Ecruteak City Dance Theater.
- Get the Item Finder from one of the houses.
- Fight the Gym Leader, Morty. Get the Fog Badge and TM30 (Shadow Ball).
- Rival Battle #3 in the Burned Tower!

Olivine City (p.81)

- Get the Good Rod from one of the houses.
- Get HM04 (Strength) from the house next to the Pokémon Center.
- Meet Jasmine on the top floor of the Lighthouse. She's nursing the sick Lighthouse Pokémon.

Cianwood City (p.90)

- Get the Secret Potion from the Pharmacy.
- Fight the Gym Leader, Chuck. Get the Storm Badge and TM01 (Dynamicpunch).
- Get HM02 (Fly) from the Gym Leader's wife.

Olivine Lighthouse (p.84)

- Take the Secret Potion to Jasmine and heal the Lighthouse Pokémon.

Olivine City (p.81)

- Fight Jasmine, Leader of the Olivine Gym. Get the Mineral Badge and TM23 (Iron Tail).

Lake of Rage (p.102)

- Try to capture the Red Gyarados and get the Red Scale.
- Talk to Lance on the lakeshore, and then return to Mahogany Town.

Mahogany Town (p.97)

- Together with Lance, destroy the Team Rocket Hideout.
- Get HM06 (Whirlpool) from Lance as a reward.
- Fight Pryce, Leader of the Mahogany Town Gym, and get the Glacier Badge and TM16 (Icy Wind).

Goldenrod City (p.56)

- Get the Basement Key from the Imposter Director at the Radio Tower.
- Rescue the real Director, confined in the warehouse section of the Underground Passage, and get the Card Key.
- Free the Radio Tower from Team Rocket!
- Get the Rainbow Wing (*Gold* version) or the Silver Wing (*Silver* version) from the Director as a reward.

Ice Path (p.105)

- Get HM07 (Waterfall).

Blackthorn City (p.108)

- Battle the Gym Leader, Clair.
- In the Dragon's Den, get the Dragon Fang, the Rising Badge, and TM24 (Dragonbreath).

New Bark Town (p.26)

- Get the Master Ball at Elm's Pokémon Research Lab.

Victory Road (p.116)

- Rival Battle #4!

Indigo Plateau (p.117)

- Battle the Elite Four and the current champion of the Pokémon League.

The Kanto Region

If you've played *Pokémon Red*, *Blue*, or *Yellow* (Special Pikachu Edition), the region of Kanto will seem like home to you. This is the land where Ash (or "Red," as he's called now) once routed Team Rocket with his band of expertly trained Pokémon and ruled as champion of the Pokémon League. It's been three years since those good times, however, and some changes have been made to this corner of the Pokémon world.

New Bark Town (p.26)

- Get the S.S. Ticket from Professor Elm at his Pokémon Research Lab.

Olivine City (p.81)

- Take a ride to the Kanto Region on the S.S. *Aqua* from the Olivine City Port.

S.S. *Aqua* (p.121)

- Locate the sailor loafing on the job.
- Find the missing grandchild and get the Metal Coat from her grandfather.

Vermillion City (p.124)

- Defeat the Gym Leader, Lt. Surge, and get the Thunderbadge.

Saffron City (p.128)

- Defeat the Gym Leader, Sabrina, and get the Marshbadge.

Route 10 (p.132)

- At the Power Plant, talk to the Manager to find out about the stolen Machine Part.

Cerulean City (p.134)

- Surprise the Thief in the Cerulean City Gym.

Route 24 (p.136)

- Capture the Thief on the bridge! Win the battle and learn the whereabouts of the stolen Machine Part.

Route 25 (p.136)

- Find the Cerulean City Gym Leader, Misty, on a date.

Cerulean City (p.134)

- Defeat the Gym Leader, Misty, and get the Cascadebadge.
- Find the Machine Part in the Gym.

Route 10 (p.132)

- Deliver the Machine Part to the Power Plant. Get TM07 (Zap Cannon) as a reward.

Lavender Town (p.131)

- Get the Expn. Card on the first floor of the Radio Tower.

Saffron City (p.128)

- Learn how the young girl named "Mimic" lost her Clefairy Doll in Vermilion City.

Vermillion City (p.124)

- In the Pokémaniac's Club, get the Lost Property (a Clefairy Doll) from the boy.

Saffron City (p.128)

- Return the Poké Doll to Mimic and get the Pass for the Magnet Train.

Celadon City (p.140)

- Defeat the Gym Leader, Erika, and get the Rainbowbadge and TM19 (Giga Drain).

Fuchsia City (p.143)

- Defeat the Gym Leader, Janine, and get the Soulbadge and TM06 (Toxic).

Route 12 (p.146)

- Get the Super Rod from the Fishing Guru's brother.

Vermilion City (p.124)

- Wake up the sleeping Snorlax by tuning your expanded Radio Card to the Pokémon Flute Channel. Now you can pass through Diglett's Cave!

Pewter City (p.150)

- Get the Silver Wing (*Gold* Version) or the Rainbow Wing (*Silver* Version) from the Old Man in the road.
- Defeat the Pewter City Gym Leader, Brock, and get the Boulderbadge.

Mt. Moon (p.152)

- Rival Battle #5!

Cinnabar Island-via Route 21 (p.160)

- Meet up with Blue, the Gym Leader of Viridian City. After you talk with him, he returns to the Viridian City Gym.

Seafoam Islands (p.162)

- Defeat the Cinnabar Island Gym Leader, Blaine, and get the Volcanobadge.

Viridian City (p.155)

- Defeat the Viridian City Gym Leader, Blue, and get the Earthbadge.

Pallet Town (p.158)

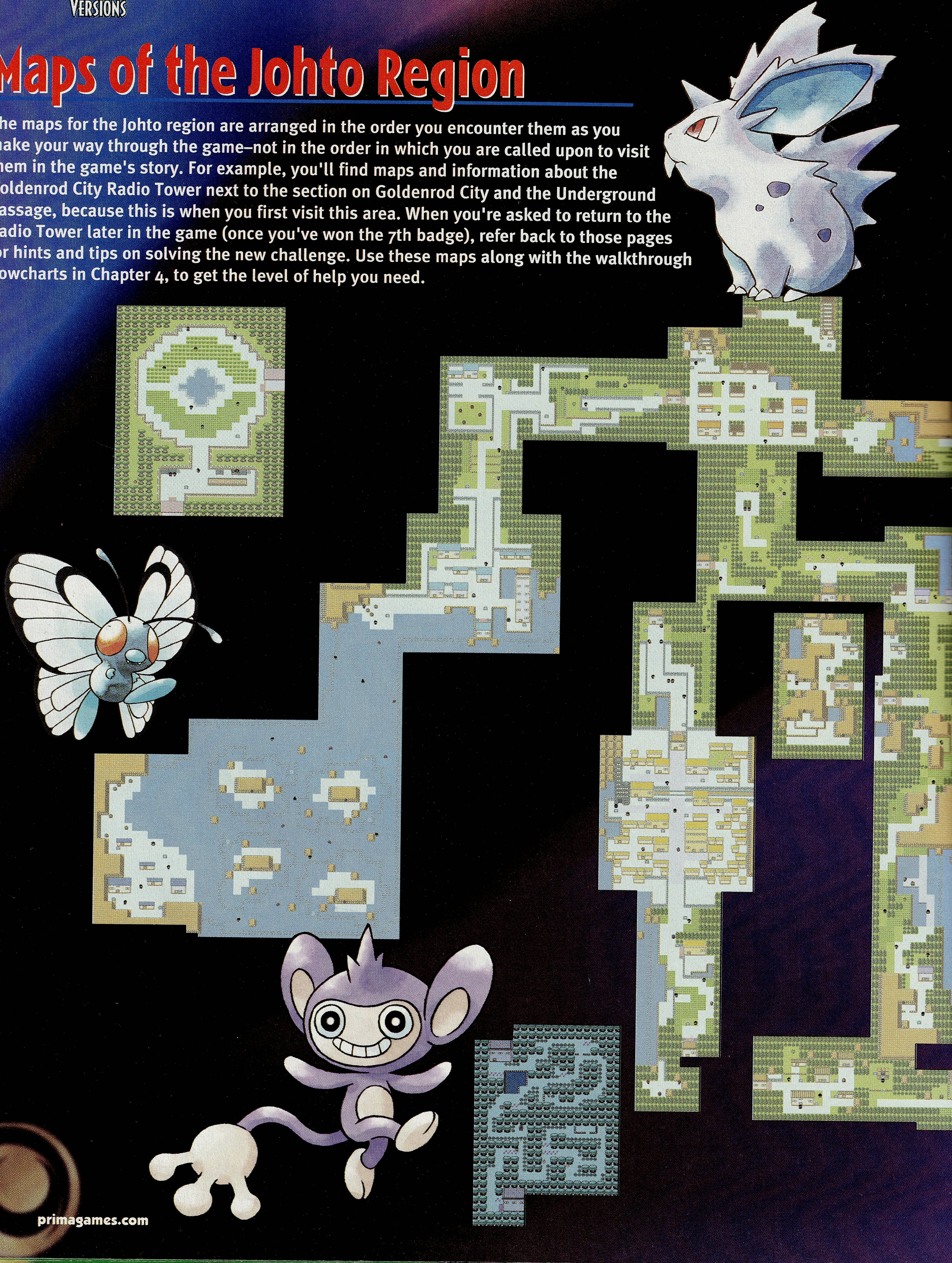
- Once you have all eight Kanto Badges, speak to Professor Oak. He gives you permission to pass through the Pokémon League Gate to Route 28 and Mt. Silver.

Mt. Silver (p.165)

- Prepare to battle a strangely familiar young man....

Maps of the Johto Region

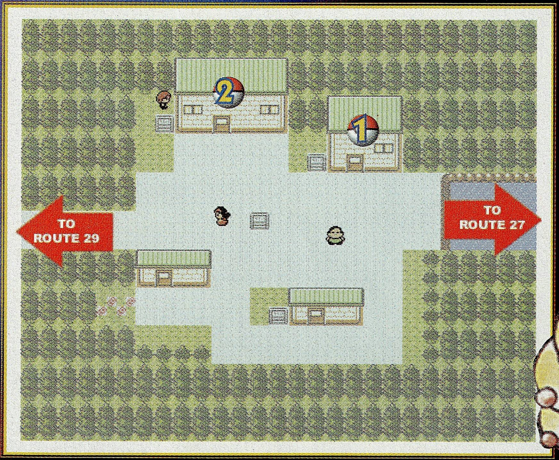
The maps for the Johto region are arranged in the order you encounter them as you make your way through the game–not in the order in which you are called upon to visit them in the game's story. For example, you'll find maps and information about the Goldenrod City Radio Tower next to the section on Goldenrod City and the Underground Passage, because this is when you first visit this area. When you're asked to return to the Radio Tower later in the game (once you've won the 7th badge), refer back to those pages for hints and tips on solving the new challenge. Use these maps along with the walkthrough flowcharts in Chapter 4, to get the level of help you need.

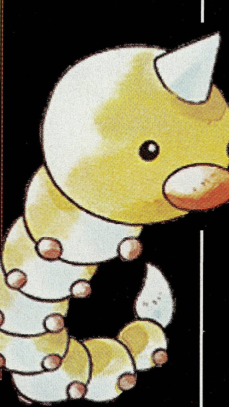


Johto Region

New Bark Town

Home sweet home! New Bark Town is the type of place you'll want to visit again and again. Be sure to visit your mom and Professor Elm whenever you're nearby. New Bark Town also serves as the portal to the Kanto region–at least until you find other means of transportation.





1 There's nothing like a visit home to take care of the traveling blues. Not only will your mom welcome you home and praise your progress, she'll also surprise you with helpful items (found in your PC) and cool Pokémon items to dress up your room. If you've opted to have your mom save part of your winnings, just talk to her to make a deposit or withdrawal. Your mom will also change your clock's time in and out of DST (Daylight Savings Time), should you choose not to discuss money.

2 Professor Elm's Pokémon Research Lab is where the game really starts. Be sure to make Professor Elm the first person you talk to when you leave home. He has an errand he wants you to carry out. In return he'll give you one of his new, rare Pokémon.

Professor Elm's Pokémon Research Lab is a treasure trove of valuable items, but you must fulfill certain requirements to get them. The following list includes them all.

Potion: Professor Elm's assistant gives you this at the start of your adventure. Just choose a Starter Pokémon and try to leave the Lab.

Poké Ball x5: Give the Mystery Egg to Professor Elm. On your way out, Professor Elm's Assistant will give these to you.

Everstone: Take Togepi to Professor Elm to examine. The Everstone is your reward.

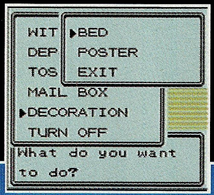
Master Ball: Win all eight Johto Gym Badges.

S.S. Ticket: Defeat the Elite Four.

Items

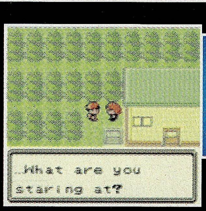
These items are found in Professor Elm's Lab.

Potion	Master Ball
Poké Ball x5	S.S. Ticket
Everstone	



What do you want to do?

You'll find the Poké Dolls your mom buys under the Decorations heading on your home PC.



..What are you staring at?

Who's this shady person standing outside Professor Elm's Lab?

Wild Pokémon

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Magikarp			Magikarp		
Shellder			Shellder		
Tentacool			Tentacool		
Tentacruel			Tentacruel		
Choose one from Professor Elm at Elm's Pokémon Research Lab: Chikorita, Cyndaquil, or Totodile					

NOTE

Don't forget! Other Pokémon may be found in the waters of New Bark Town!

Pokémon Sighting!

Still not sure which Pokémon to choose? Here's a little more information about the starting Pokémon.

#152 Chikorita

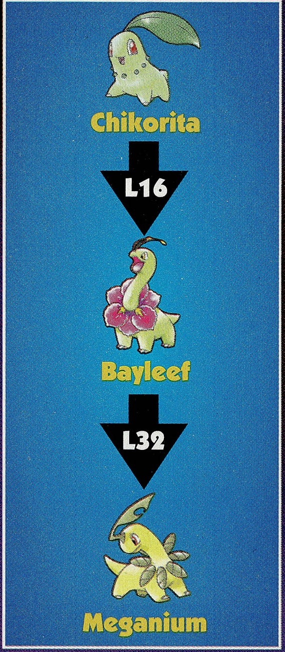
Basic Information

Type:	Grass
Height:	2'11"
Weight:	14 lbs.

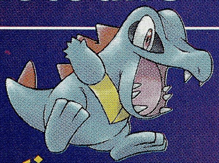
Moves

Tackle	Default
Growl	Default
Razor Leaf	L8
Reflect	L12
Poisonpowder	L15
Synthesis	L22
Body Slam	L29
Light Screen	L36
Safeguard	L43
Solarbeam	L50

Evolution Information


Chikorita
L16
Bayleef
L32
Meganium

#158 Totodile



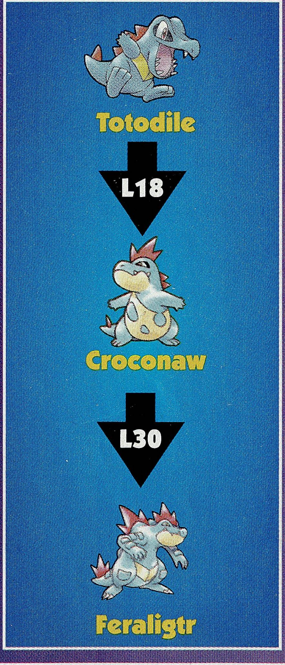
Basic Information

Type:	Water
Height:	2'0"
Weight:	21 lbs.

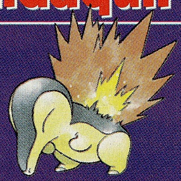
Moves

Scratch	Default
Leer	Default
Rage	L7
Water Gun	L13
Bite	L20
Scary Face	L27
Slash	L35
Screech	L43
Hydro Pump	L52

Evolution Information


Totodile
L18
Croconaw
L30
Feraligtr

#155 Cyndaquil



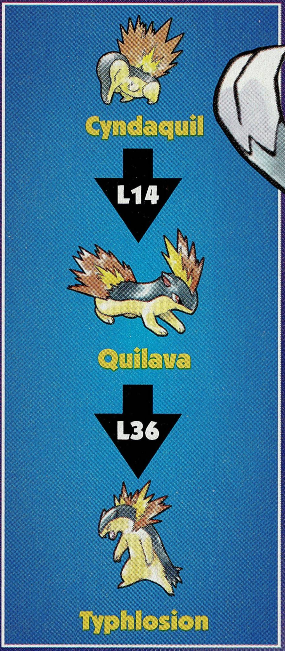
Basic Information

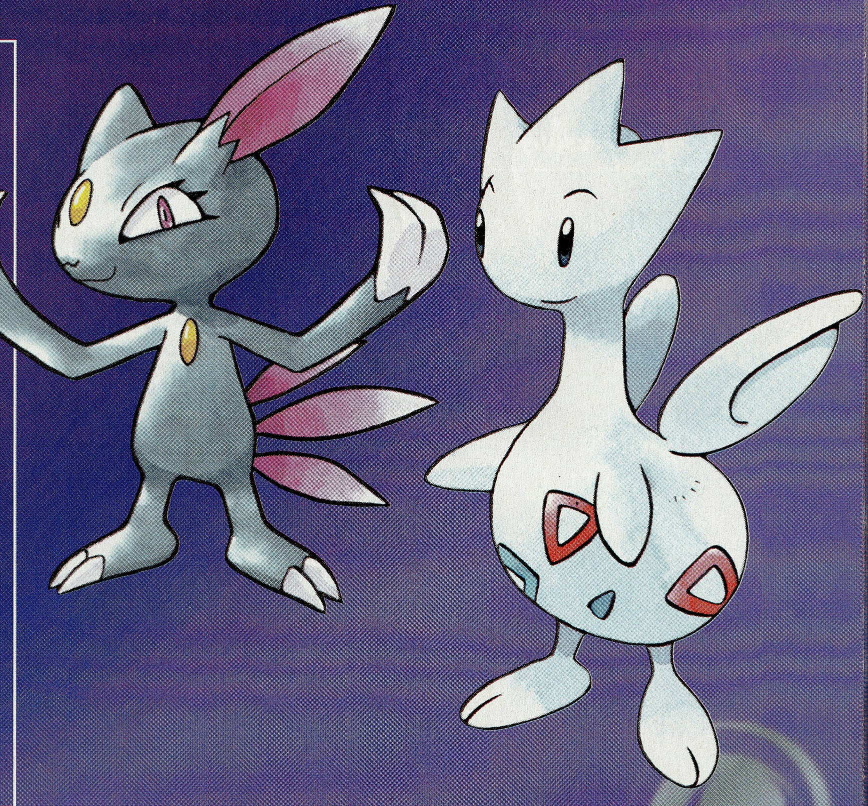
Type:	Fire
Height:	1'8"
Weight:	17 lbs.

Moves

Tackle	Default
Leer	Default
Smokescreen	L6
Ember	L12
Quick Attack	L19
Flame Wheel	L27
Swift	L36
Flamethrower	L46

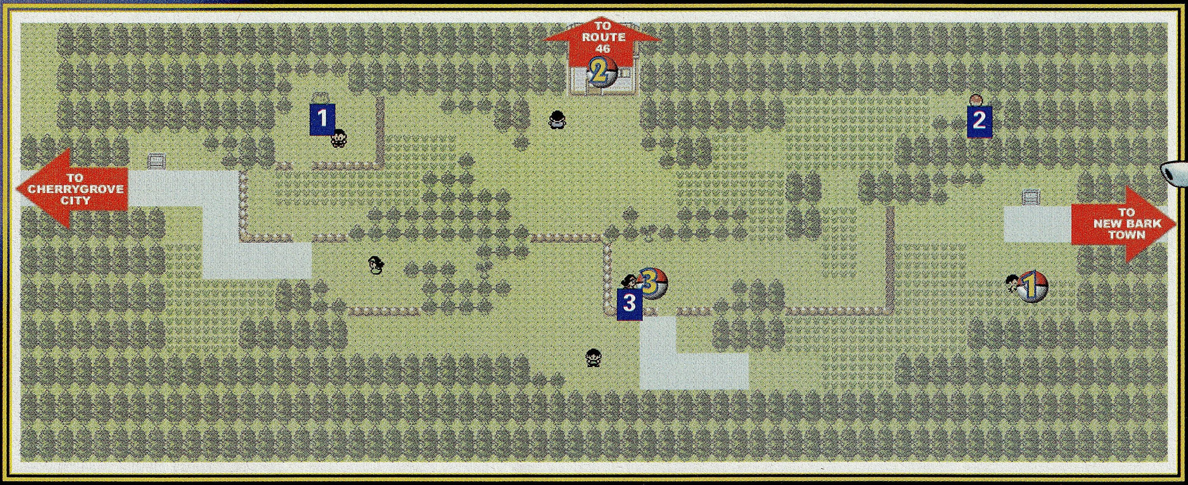
Evolution Information

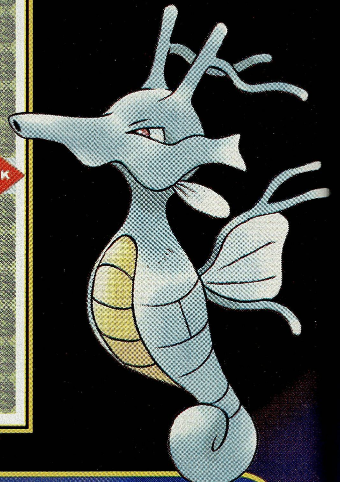

Cyndaquil
L14
Quilava
L36
Typhlosion



Route 29

The route between New Bark Town and Cherrygrove City is pretty tame by Pokémon standards. The Trainers here are more interested in giving advice than in challenging you to a Pokémon Battle. Route 29 is home to two new breeds of Pokémon, so take advantage of the random battles the Wild Pokémon here offer. The squirrel-like Sentret appears in the Morning and Day, while the wise Hoothoot comes out only at Nite.





Items

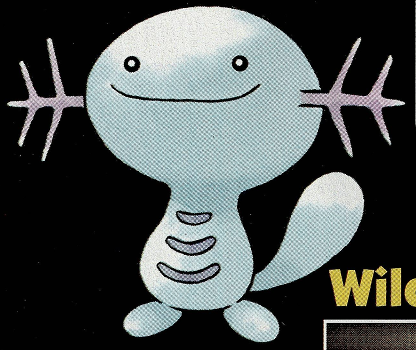
1. Berry
2. Potion
3. Pink Bow (only on Tuesdays)

1 There are no Trainers on this Route—just helpful bystanders! For example, this dude offers to teach you how to capture Pokémon once you get the Poké Balls from Professor Elm's assistant. Of course, you won't get those Poké Balls until you find the Mystery Egg and thus complete Professor Elm's errand, so you'd better get going!

TIP

Your first trip through Route 29 can be a harrowing experience if you're not careful. Although the Wild Pokémon on Route 29 offer the perfect opportunity to raise your Pokémon a few levels, you'll need to keep a close eye on your new Pokémon's health.

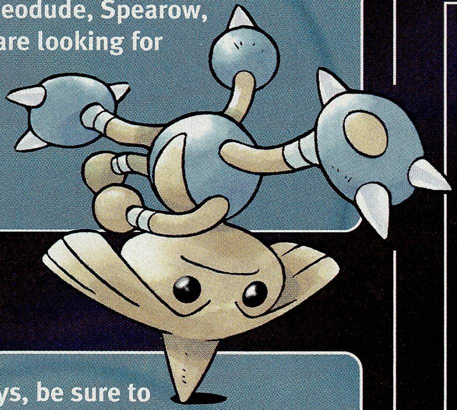
On the positive side, your Starting Pokémon comes with a Berry attached that it will use to heal itself when its HP Gauge falls into the yellow zone. However, once it is gone you will need to use a Potion to heal its wounds or run to the Pokémon Center in Cherrygrove City.



Wild Pokémon

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
		Hoothoot			Hoothoot
Sentret			Sentret		
Pidgey			Pidgey		
Rattata			Rattata		

2 If you are interested in doing a bit of exploring, you should take this gatehouse to the end of Route 46. In the grassy plots at the base of the mountain, you'll find tons of Geodude, Spearow, and Rattata. If you are looking for Pokémon to complement your Starting Pokémon, this is the place.

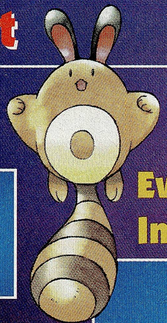


3 On Tuesdays, be sure to look out for Tuscany of Tuesday. She's one of seven brothers and sisters who hand out free gifts to new Trainers. If you are walking through Route 29 on a Tuesday, talk to her and she'll give you a Pink Bow. This is an item which, when attached to a Pokémon, strengthens its Normal-type moves.

Pokémon Sighting!

Route 29 is home to two new Pokémon: Sentret and Hoothoot. Read on for information about them.

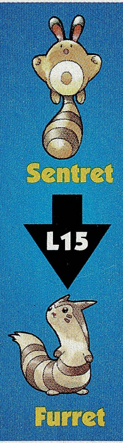
#161 Sentret



Basic Information

Type:	Normal
Height:	2'7"
Weight:	13 lbs.

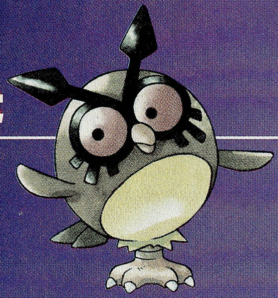
Evolution Information



Moves

Tackle	Default
Harden	Default
Quick Attack	L11
Fury Swipes	L17
Slam	L25
Rest	L33
Amnesia	L41

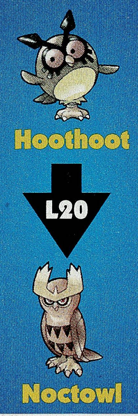
#163 Hoothoot



Basic Information

Type:	Normal/ Flying
Height:	2'4"
Weight:	47 lbs.

Evolution Information

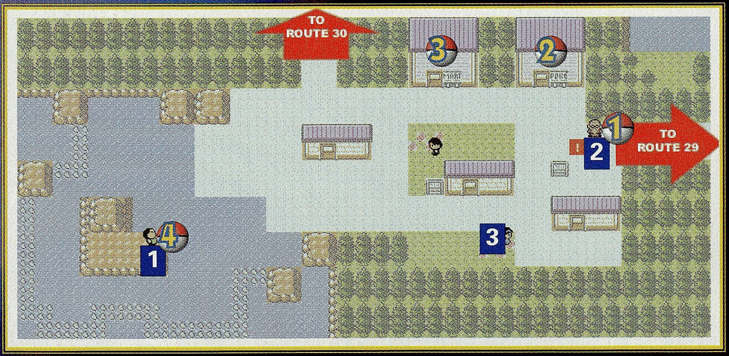


Moves

Tackle	Default
Growl	Default
Foresight	L6
Peck	L11
Hypnosis	L16
Reflect	L22
Take Down	L28
Confusion	L34
Dream Eater	L48

Cherrygrove City

This lakeside city is the one of the game's few towns without a Gym. However, it's the first place where you can visit a Pokémon Center and shop at a Pokémon Mart. Keep in mind that you can't buy Poké Balls until you get a Pokédex and clearance from Professor Elm!



1 First things first! Take the tour the gentleman at the city's eastern entrance offers you. At the end he gives you the Map Card add-on for your PokéGear. This handy tool allows you to view your current location as you travel across the Johto map.

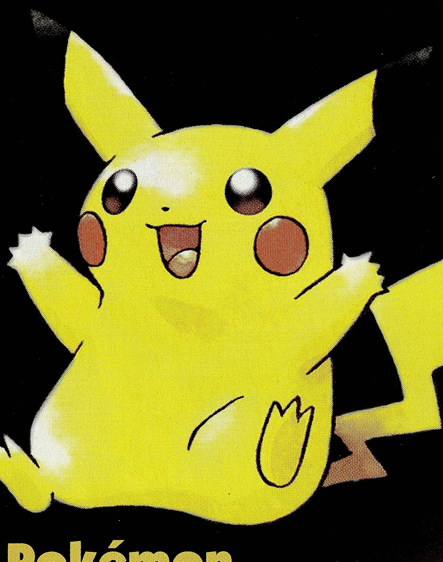
2 The Pokémon Center has changed a bit from your last visit. Desks for trading and battling Pokémon over a Game Link are housed on the second floor now. These functions become available after you complete Professor Elm's errand. The Time Capsule, which allows you to transfer Pokémon from *Pokémon Red*, *Blue*, and *Yellow* opens up later on.

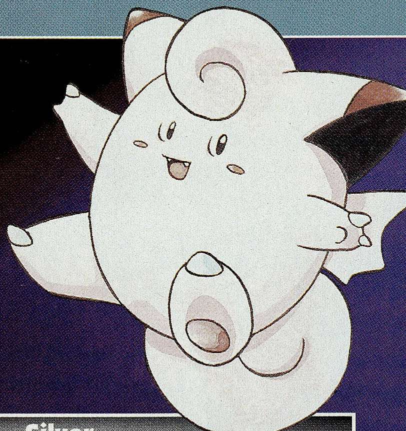
Items

1. Mystic Water
2. Map Card

Pokémon Mart

Potion	₽300
Antidote	₽100
Parlyz Heal	₽200
Awakening	₽250
Poké Ball	₽200





Wild Pokémon

<table>
<tr><th colspan="3">Gold</th><th colspan="3">Silver</th></tr>
<tr><th>Morning</th><th>Day</th><th>Nite</th><th>Morning</th><th>Day</th><th>Nite</th></tr>
<tr><td colspan="3">Kingler</td><td colspan="3">Kingler</td></tr>
<tr><td colspan="3">Krabby</td><td colspan="3">Krabby</td></tr>
<tr><td colspan="3">Magikarp</td><td colspan="3">Magikarp</td></tr>
<tr><td></td><td></td><td>Staryu</td><td></td><td></td><td>Staryu</td></tr>
<tr><td colspan="3">Tentacool</td><td colspan="3">Tentacool</td></tr>
<tr><td colspan="3">Tentacruel</td><td colspan="3">Tentacruel</td></tr>
</table>

3 The Pokémon Mart is the best place to find Poké Balls, potions, and other goodies. At the start of the game, the shop is out of Poké Balls. Lucky for you, a shipment arrives right after you finish Professor Elm's errand!

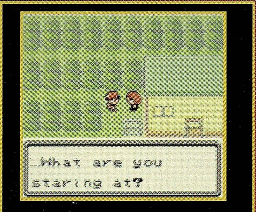
4 Once you've picked up HM02 (Surf), sail over the lake to the boy on the island. Talk to him and he'll give you the Mystic Water item. When attached to a Pokémon, this trinket increases the strength of any Water-based move it uses.

Rival Battle #1

Remember that rude boy hanging around outside Professor Elm's Lab? He's stolen a Pokémon from the good professor and is on the run!

At this point in the game, your Rival isn't much of a threat. Take time to level up your Starting Pokémon to L6 or L7 while you complete Professor Elm's errand. It's also a good idea to heal your Pokémon completely before you attempt to exit the city. Make sure it has a Berry attached.

Your Rival's Pokémon will differ, depending on the Pokémon you chose at the start of the game.

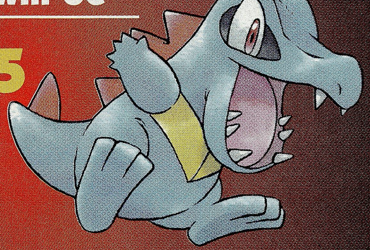


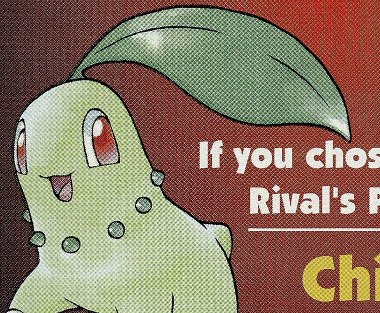
…What are you staring at?

Who's that coming down the road!?

If you chose Cyndaquil, your Rival's Pokémon will be

Totodile L5



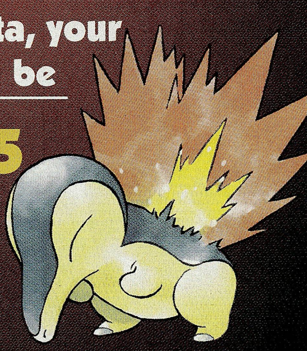


If you chose Totodile, your Rival's Pokémon will be

Chikorita L5

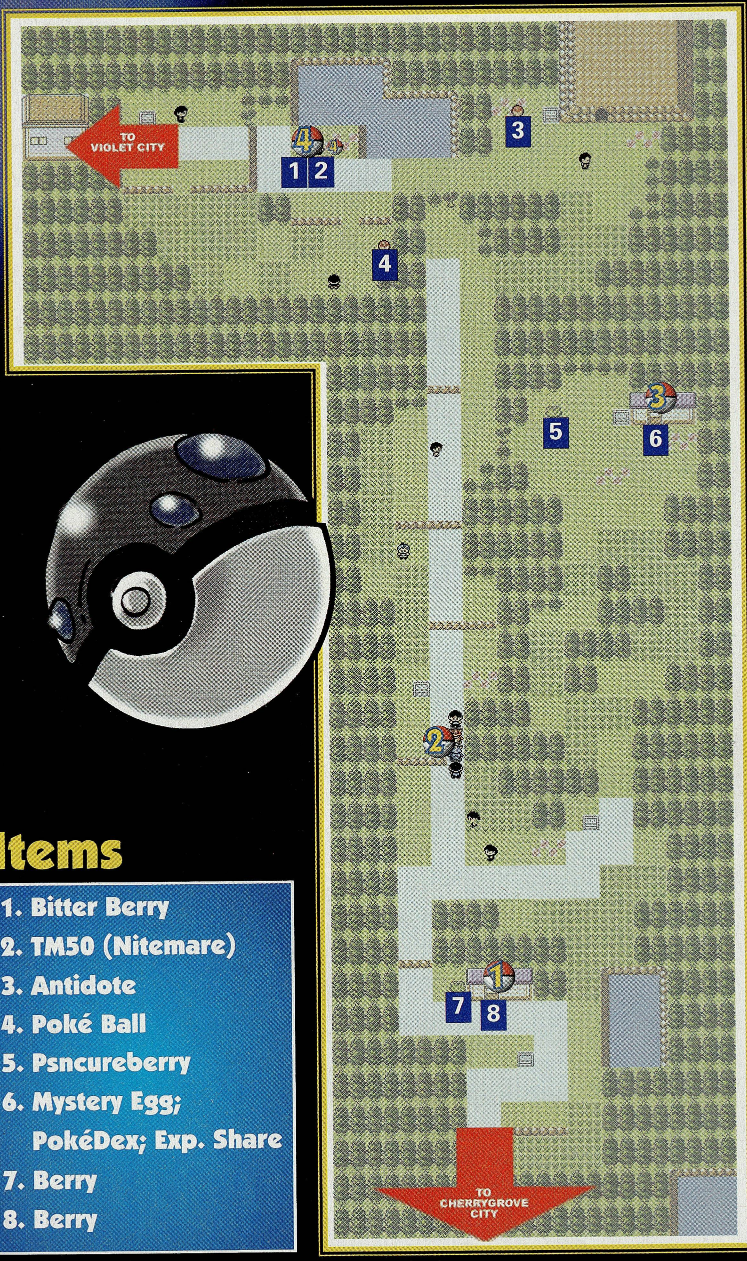
If you chose Chikorita, your Rival's Pokémon will be

Cyndaquil L5



Routes 30 and 31

Initially, a couple of fighting Trainers block your progress down Routes 30 and 31. Later on, they'll give you your first experience battling other people's Pokémon. To complete Professor Elm's errand, you need only take the path to the right (through the forest and tall grass) to Mr. Pokémon's house!



Items

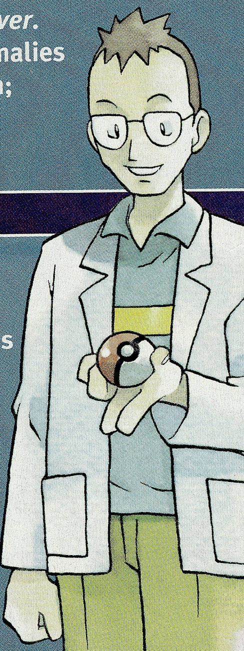
1. Bitter Berry
2. TM50 (Nitemare)
3. Antidote
4. Poké Ball
5. Psncureberry
6. Mystery Egg; PokéDex; Exp. Share
7. Berry
8. Berry

NOTE

If you forgot to speak to your mom when asked by Professor Elm, expect a phone call from her offering to save a small percentage of your battle winnings for you once you've fought a couple of Trainer Battles. Take her up on the offer. That way, whenever you need money, you can go home and withdraw some from your savings!

1

The guy who lives in the house right outside Cherrygrove City knows all about how to use Berries. Attach one to a Pokémon and the Pokémon will use it to heal itself automatically during battle. You'll find a variety of Berry types throughout the world of *Pokémon Gold* and *Silver*. Some cure status anomalies such as Poison or Burn; others recover your Pokémon's HP.



2

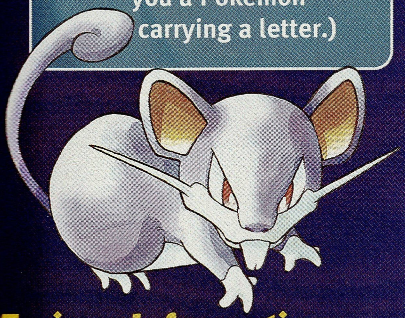
After you complete Professor Elm's errand, you'll find the Trainers blocking the road have moved on. Take care—they haven't gone far and are itching to get involved in another Pokémon battle!

3

Hidden in the wooded depths along Route 30 stands the home of Mr. Pokémon. It seems he has a strange egg for Professor Elm to study and you must carry it carefully back to New Bark Town! You'll also meet Mr. Pokémon's guest, Professor Oak, creator of the PokéDex. Impressed by your desire to become a Pokémon Master, he'll give you a PokéDex of your own! When you find the Red Scale at the Lake of Rage, return to Mr. Pokémon's house and he'll give you the Exp. Share item as a reward.

4

To get TM50 from this guy, simply deliver a message from his friend in the Goldenrod City gatehouse (Route 35). Make sure you have room for an extra Pokémon so you can carry the message in the first place. (The friend gives you a Pokémon carrying a letter.)



Wild Pokémon (Route 30)

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<tr><td colspan="2">Caterpie</td><td></td><td></td><td></td><td></td></tr>
<tr><td></td><td></td><td>Hoothoot</td><td></td><td></td><td>Hoothoot</td></tr>
<tr><td></td><td></td><td></td><td colspan="2">Kakuna</td><td></td></tr>
<tr><td></td><td></td><td></td><td>Ledyba</td><td></td><td></td></tr>
<tr><td colspan="2">Metapod</td><td></td><td></td><td></td><td></td></tr>
<tr><td colspan="2">Pidgey</td><td></td><td colspan="2">Pidgey</td><td></td></tr>
<tr><td></td><td></td><td>Rattata</td><td></td><td></td><td>Rattata</td></tr>
<tr><td></td><td></td><td>Spinarak</td><td></td><td></td><td></td></tr>
<tr><td></td><td></td><td></td><td colspan="2">Weedle</td><td></td></tr>
<tr><td colspan="3">Magikarp</td><td colspan="3">Magikarp</td></tr>
<tr><td colspan="3">Poliwag</td><td colspan="3">Poliwag</td></tr>
<tr><td colspan="3">Poliwhirl</td><td colspan="3">Poliwhirl</td></tr>
</table>

Wild Pokémon (Route 31)

<table>
<tr><th colspan="3">Gold</th><th colspan="3">Silver</th></tr>
<tr><th>Morning</th><th>Day</th><th>Nite</th><th>Morning</th><th>Day</th><th>Nite</th></tr>
<tr><td colspan="3">Bellsprout</td><td colspan="3">Bellsprout</td></tr>
<tr><td colspan="2">Caterpie</td><td></td><td></td><td></td><td></td></tr>
<tr><td></td><td></td><td>Hoothoot</td><td></td><td></td><td>Hoothoot</td></tr>
<tr><td></td><td></td><td></td><td colspan="2">Kakuna</td><td></td></tr>
<tr><td></td><td></td><td></td><td>Ledyba</td><td></td><td></td></tr>
<tr><td colspan="2">Metapod</td><td></td><td></td><td></td><td></td></tr>
<tr><td colspan="2">Pidgey</td><td></td><td colspan="2">Pidgey</td><td></td></tr>
<tr><td></td><td></td><td>Rattata</td><td></td><td></td><td>Rattata</td></tr>
<tr><td></td><td></td><td></td><td>Ledyba</td><td></td><td></td></tr>
<tr><td></td><td></td><td>Spinarak</td><td></td><td></td><td></td></tr>
<tr><td></td><td></td><td></td><td colspan="2">Weedle</td><td></td></tr>
<tr><td colspan="3">Magikarp</td><td colspan="3">Magikarp</td></tr>
<tr><td colspan="3">Poliwag</td><td colspan="3">Poliwag</td></tr>
<tr><td colspan="3">Poliwhirl</td><td colspan="3">Poliwhirl</td></tr>
</table>

Trainer Information

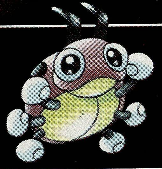
Trainer's Name	Type	Pokémon 1	Pokémon 2	Pokémon 3	Pokémon 4
Joey *	Youngster	Rattata L4	—	—	—
Mikey	Youngster	Pidgey L2	Rattata L4	—	—
Don	Bug Catcher	Caterpie L3	Caterpie L3	—	—
Wade *	Bug Catcher	Caterpie L2	Caterpie L2	Weedle L3	Caterpie L2

*After your victory, ask this Trainer for his or her phone number!

Pokémon Sighting!

Travel Routes 30 and 31 at nite to find a new Pokémon to add to your collection. This Pokémon varies based on the game version you play—Spinarak for the Gold version and Ledyba for the Silver. Here's some information about them.

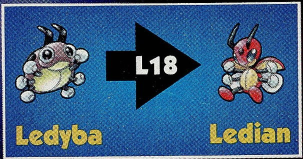
#165 Ledyba



Basic Information

Type:	Bug/Flying
Height:	3'3"
Weight:	24 lbs.

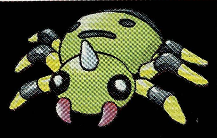
Evolution Information



Moves

Tackle	Default
Supersonic	L8
Comet Punch	L15
Light Screen	L22
Reflect	L22
Safeguard	L22
Baton Pass	L29
Swift	L36
Agility	L43
Double-Edge	L50

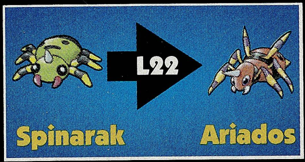
#167 Spinarak



Basic Information

Type:	Bug/Poison
Height:	1'8"
Weight:	19 lbs.

Evolution Information



Moves

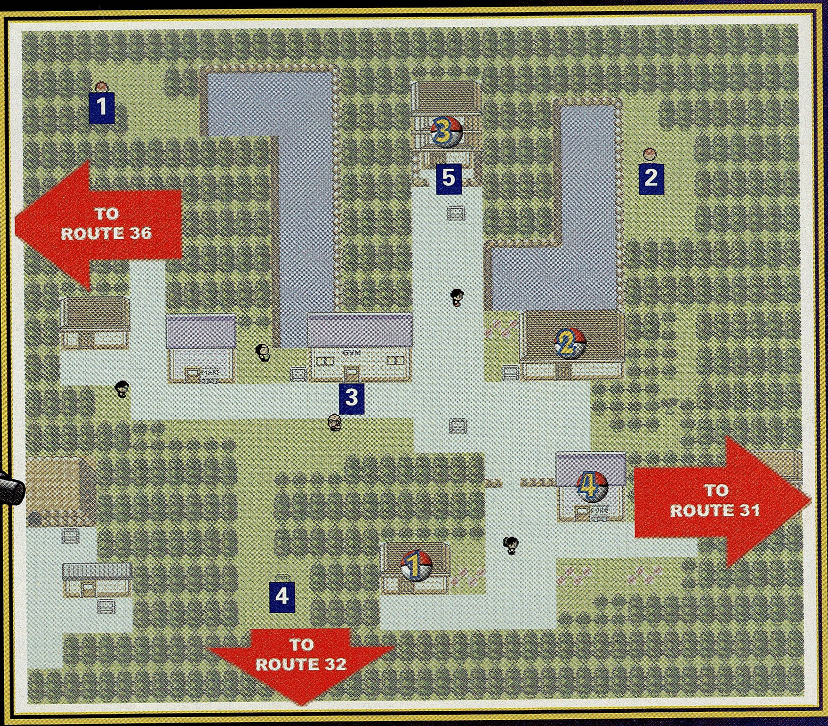
Poison Sting	Default
String Shot	Default
Scary Face	L6
Constrict	L11
Nite Shade	L17
Leech Life	L23
Fury Swipes	L30
Spider Web	L37
Screech	L45
Psychic	L53

Violet City

The lovely city of Violet sits in a wooded plain near the mysterious Dark Cave. Violet City is home to both the Violet City Gym, run by Falkner and his birdbrained Trainers, and the Sprout Tower, a place of meditation and spiritual training for Pokémon Trainers. Visit both locations during your stay in Violet City.

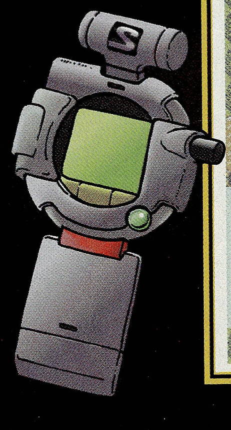
Items

1. PP Up
2. Rare Candy
3. Zephyr Badge, TM31 (Mud-Slap)
4. Przcureberry
5. HM05 (Flash)



Poké Mart

Poké Ball	₽200
Potion	₽300
Escape Rope	₽550
Antidote	₽100
Parlyz Heal	₽200
Awakening	₽250
X Defend	₽550
X Attack	₽500
X Speed	₽350
Flower Mail	₽50



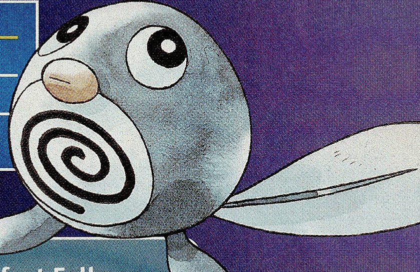
em.

Wild Pokémon

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Magikarp			Magikarp		
Poliwag			Poliwag		
Poliwhirl			Poliwhirl		
Trade a Bellsprout for this Onix to the boy in the house across from the Pokémon Center.					
Get the Mystery Egg (Togepi) from Professor Elm's Lab Assistant at the Pokémon Center.					

Trainer Information

Trainer's Name	Type	Pokémon 1	Pokémon 2
Abe	Bird Keeper	Spearow L9	—
Rod	Bird Keeper	Pidgey L7	Pidgey L7
Falkner	Gym Leader	Pidgey L7	Pidgeotto L9

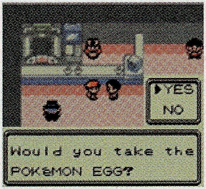


1 Bellsprout occupies an unusual place of honor in the hearts of Violet City residents. If you managed to pick one up on Route 31, consider trading it to Kyle for his Onix. When you trade Pokémon in this game, remember that the level of the Pokémon you get in exchange is the same as the one you traded. Don't think you can trade an L3 Bellsprout for an Onix that's all set to take on Falkner in the Violet City Gym!

2 If you're new to Pokémon, you'll definitely want to pay a visit to Earl's Pokémon Academy. Earl is taking a breather near the Violet City Gym, but talk to him and he'll be glad to give you a short tour of his school. Talk to the students and read the day's lesson on the blackboard to gather tips for becoming a top-notch Pokémon Trainer!

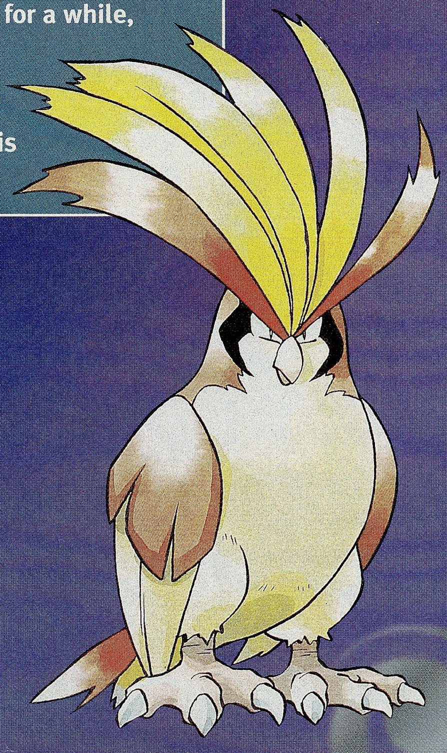
3 Sprout Tower is a Violet City landmark and well worth a visit. The Sages inside will teach you the "Way of Pokémon." If you pass their lessons and make it to the Sage at the top of the Tower, you'll receive a wonderful prize!

4 After you defeat Falkner and win the Zephyr Badge, expect a call from Professor Elm. He offers you a chance to make Pokémon history. He's discovered something about the Mystery Egg you brought him and he wants you to baby-sit it. Pick up the Egg from his assistant at the Violet City Pokémon Center and keep it in your belt with your other active Pokémon. After it's traveled with you for a while, an amazing thing happens: it hatches! What kind of Pokémon is inside?



Would you take the POKéMON EGG?

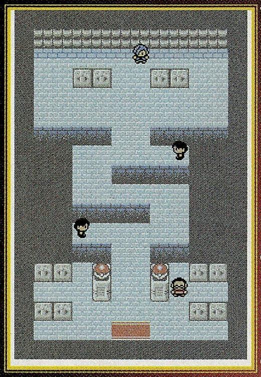
You must have an empty slot in your Pokémon belt or you can't take possession of the Mystery Egg. When it hatches, take the new Pokémon back to Professor Elm and you'll get a reward.



Gym Leader Battle:

Falkner of the Violet City Gym

Chikorita fans, this gym is *not* for you! As you may have noticed in your battles with Pidgey and Hoothoot, Grass-type Pokémon fare poorly against Flying attacks. This puts you at a disadvantage unless you have other Pokémon waiting in the wings—a somewhat difficult feat at this point in the game. Your best bet is to level Chikorita up in the Sprout Tower until it evolves into Bayleef at L16.



If you chose Totodile or Cyndaquil at the start of the game, you should have no problem withstanding Falkner's challenge. If you're unsure of your Pokémon's abilities, try one or both regular Trainers in the Gym first. If you can defeat them easily, continue to Falkner. If you can't, consider completing the Sprout Tower event first.

Because flying Pokémon are vulnerable to Rock-type attacks, consider picking up a Geodude on Route 46 and training it until it reaches L11 and learns the Rock Throw move.

Battle Pokémon

Pidgey ♂ L7	Pidgeotto ♂ L9
Tackle	Tackle
Mud-Slap	Mud-Slap
—	Gust

Recommended Pokémon Type

Rock

Prizes

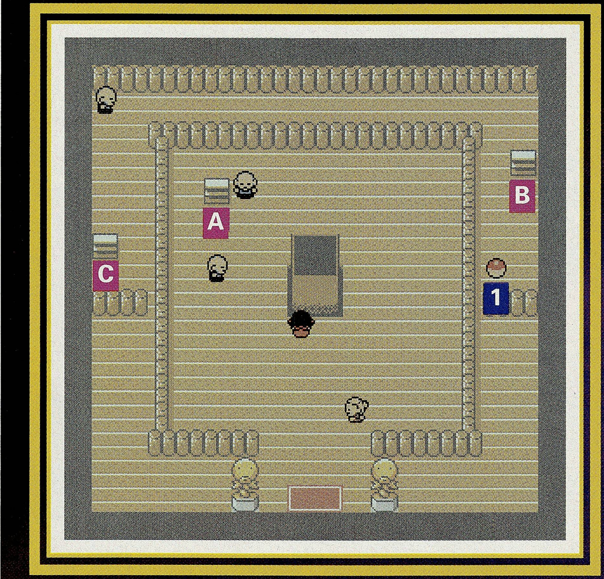
Zephyr Badge: This badge raises the Attack of all of your Pokémon and allows you to use HM05 (Flash) outside of Battle.

TM31 (Mud-Slap): This move, a favorite of Falkner's, works offensively and defensively at the same time by reducing your opponent's Accuracy while causing the damage of a normal attack.

Sprout Tower

Some say Sprout Tower was built around the swaying stem of a 100-foot-tall Bellsprout. Others claim the tower's central pillar sways because of the people training upstairs. In any case, Sprout Tower has long been a center for learning about Pokémon training. If you can make it to the very top, past the Trainers on the floors above, you'll win HM05 (Flash). You can complete this challenge any time before or after you take on Falkner in the Violet City Gym.

Floor 1F



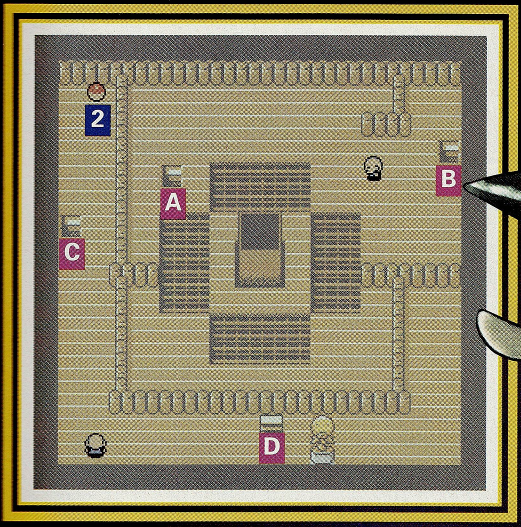
Items

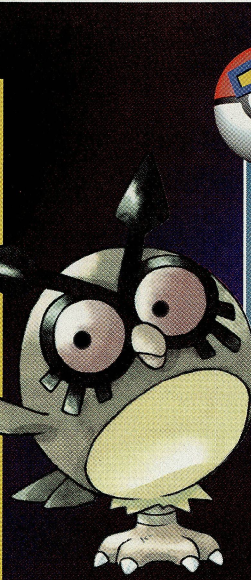
1. Parlyz Heal
2. X Defend
3. HM05 (Flash)
4. Escape Rope
5. Potion

NOTE

Match the lettered boxes on the maps to see where a staircase or transporter will lead.

Floor 2F



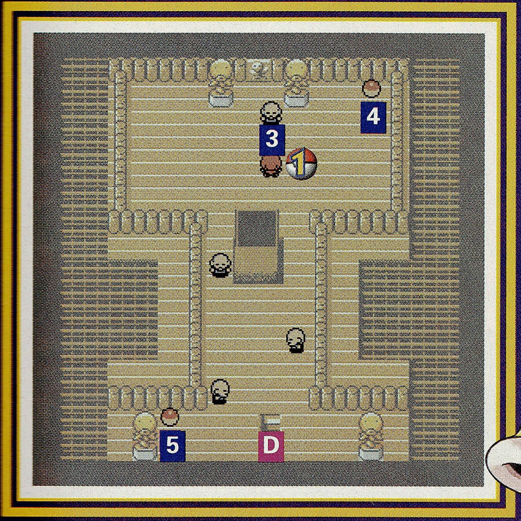


1 After you defeat the six Trainers on your way to the tower top, prepare for a surprise. Your Rival has beaten you and earned the Flash HM instead. One remains for you, but you must defeat the Elder Sage to get it. You can use Flash in battle to destroy the opponent Pokémon's Accuracy, but its main use is to illuminate dark caves!

Wild Pokémon

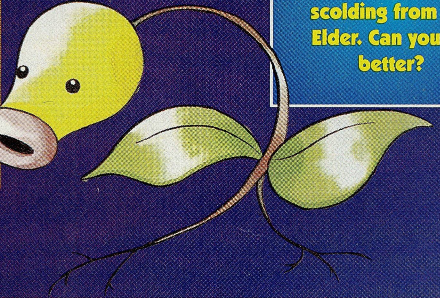
Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
		Gastly			Gastly
Rattata			Rattata		

Floor 3F



POKéMON are not tools of war…

Your Rival receives a scolding from the Elder. Can you do better?

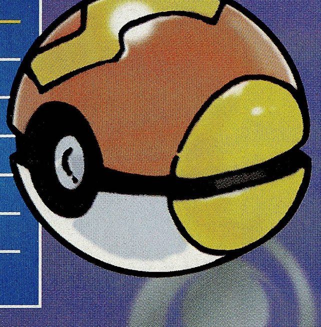


TIP

Enter the Sprout Tower during the nite, and you'll find its hallways haunted by Gastly! These ghostly apparitions receive no damage from Normal attacks, so make sure you have at least one Pokémon with the moves it takes to defeat them!

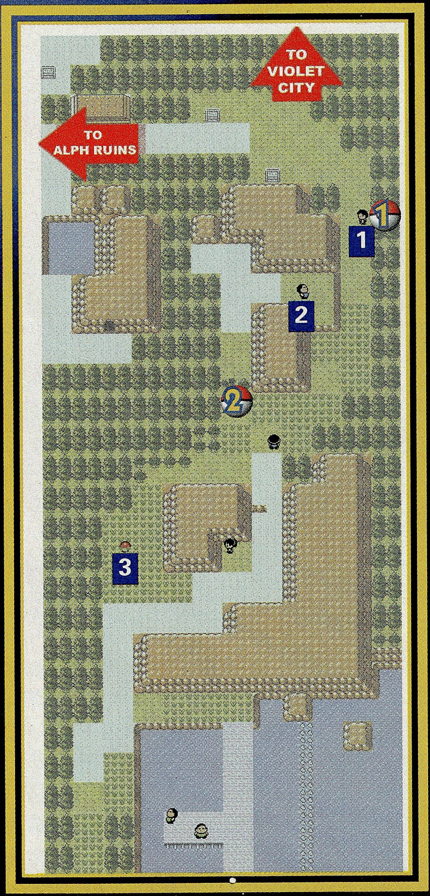
Trainer Information

Trainer's Name	Type	Pokémon 1	Pokémon 2	Pokémon 3
Nico	Sage	Bellsprout L3	BellsproutL3	BellsproutL3
Chow	Sage	BellsproutL3	BellsproutL3	BellsproutL3
Edmond	Sage	BellsproutL3	BellsproutL3	BellsproutL3
Jin	Sage	Bellsprout L6	—	—
Neal	Sage	Bellsprout L6	—	—
Troy	Sage	Bellsprout L7	Hoothoot L7	—
Li	Sage	Bellsprout L7	Hoothoot L10	Bellsprout L7



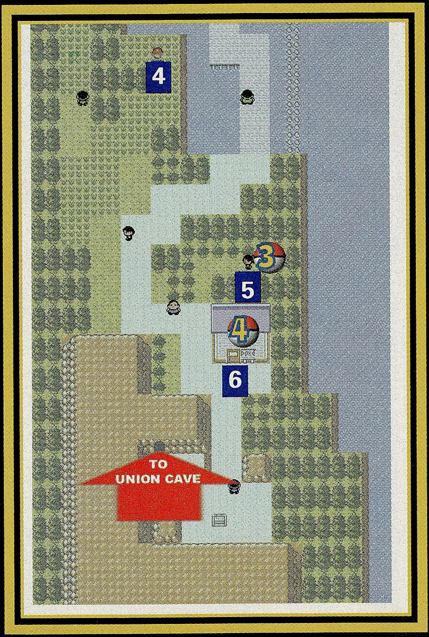
Route 32

Route 32 is one of the game's busiest routes! Here you'll find many different Trainer and Wild Pokémon types. In addition to finding Pokémon in the grass, once you pick up the Old Rod at the Pokémon Center, you can start fishing!



For you right now, just ₽1,000,000!

A Slowpoketail costs *1,000,000*₽*!* That's outrageous (not to mention disgusting). Wait until you get to Azalea Town and find out why.

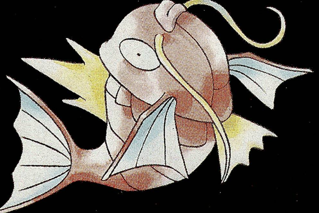


1 The people of Violet City are so friendly! This gentleman stands at the entrance to Route 32 and gives out souvenirs of the city to passersby. Talk to him to receive a Miracle Seed. Attached to a Pokémon, this token boosts the strength of its Grass-type moves.

2 After you pick up HM01 (Cut), you can destroy the tree blocking your way to this young man. Talk to him to get TM05 (Roar) as a reward. This move forces even the strongest opponent to flee when you battle Pokémon in the wild. In Trainer Battles, this move forces Trainers to exchange the opponent Pokémon for another in their belts.

Wild Pokémon

<table>
<tr><th colspan="3">Gold</th><th colspan="3">Silver</th></tr>
<tr><th>Morning</th><th>Day</th><th>Nite</th><th>Morning</th><th>Day</th><th>Nite</th></tr>
<tr><td colspan="3">Bellsprout</td><td colspan="3">Bellsprout</td></tr>
<tr><td></td><td></td><td></td><td colspan="3">Ekans</td></tr>
<tr><td colspan="2">Hoppip</td><td></td><td colspan="3">Hoppip</td></tr>
<tr><td colspan="3">Mareep</td><td colspan="3">Mareep</td></tr>
<tr><td colspan="3">Rattata</td><td colspan="2">Rattata</td><td></td></tr>
<tr><td></td><td></td><td>Wooper</td><td></td><td></td><td>Wooper</td></tr>
<tr><td>Zubat</td><td></td><td>Zubat</td><td>Zubat</td><td></td><td>Zubat</td></tr>
<tr><td colspan="3">Magikarp</td><td colspan="3">Magikarp</td></tr>
<tr><td colspan="3">Quagsire</td><td colspan="3">Quagsire</td></tr>
<tr><td colspan="3">Tentacool</td><td colspan="3">Tentacool</td></tr>
<tr><td colspan="3">Tentacruel</td><td colspan="3">Tentacruel</td></tr>
</table>



Items

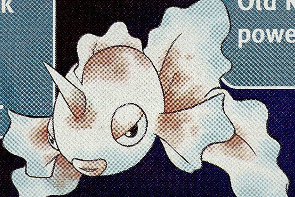
1. Miracle Seed
2. TM05 (Roar)
3. Potion
4. Great Ball
5. Poison Barb (only on Fridays)
6. Old Rod

3

On Fridays, check out this wooded area for Frieda of Friday. Frieda is one of a group of seven siblings who hand out items on certain days of the week. When you talk with Frieda on a Friday, she'll give you a Poison Barb. This token, when attached to a Pokémon, strengthens the power of its Poison-type moves.

4

Talk to the Fisherman inside the Pokémon Center and tell him you're interested in one of his fishing rods. He'll give you an Old Rod you can use to fish for some of the less powerful Water Pokémon in the area.



Trainer Information

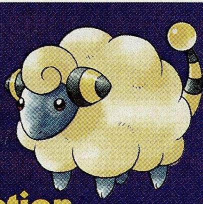
Trainer's Name	Type	Pokémon 1	Pokémon 2	Pokémon 3	Pokémon 4
Albert	Youngster	Rattata L6	Zubat L8	—	—
Liz *	Picnicker	Nidoran ♀ L9	—	—	—
Henry	Fisher	Poliwag L8	Poliwag L8	—	—
Justin	Fisher	Magikarp L5	Magikarp L5	Magikarp L15	Magikarp L5
Roland	Camper	Nidoran ♂ L9	—	—	—
Ralph *	Fisher	Goldeen L10	—	—	—
Gordon	Youngster	Wooper L10	—	—	—
Peter	Bird Keeper	Pidgey L6	Pidgey L6	Spearow L8	—

*After your victory, ask this Trainer for his or her phone number!

Pokémon Sighting!

On Route 32 you'll find three new Pokémon—Wooper, Mareep, and Hoppip. Here's some information about the first two. You'll find information about the Hoppip under Route 39.

#179 Mareep



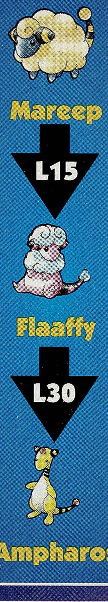
Basic Information

Type:	Electric
Height:	2'0"
Weight:	17 lbs.

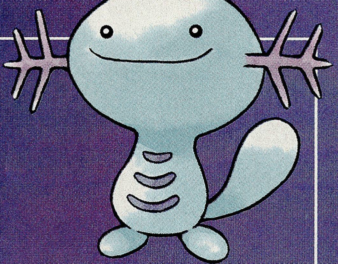
Moves

Tackle	Default
Growl	Default
Thundershock	L9
Thunderwave	L16
Cotton Spore	L23
Light Screen	L30
Thunder	L37

Evolution Information



#194 Wooper



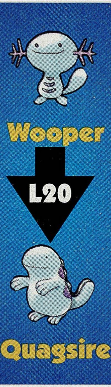
Basic Information

Type:	Water/ Earth
Height:	1'4"
Weight:	19 lbs.

Moves

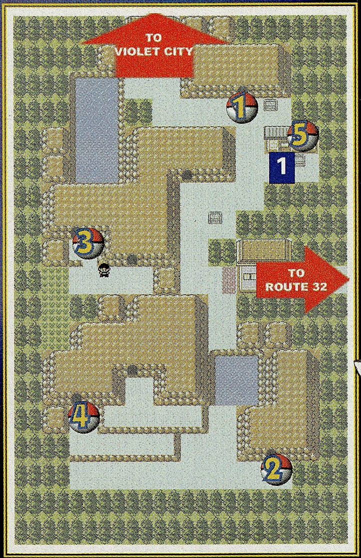
Water Gun	Default
Tail Whip	Default
Slam	L11
Amnesia	L21
Earthquake	L31
Rain Dance	L41
Mist	L51
Haze	L51

Evolution Information

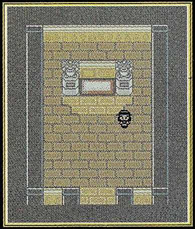


Ruins of Alph

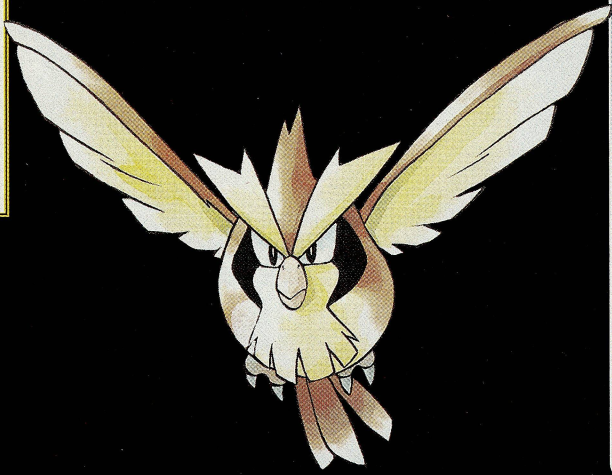
A strange and mysterious history lies behind the Ruins of Alph. The runes on the ruin walls indicate the existence of an ancient Pokémon type called an "Unown." You must figure out whether or not this Pokémon is extinct.



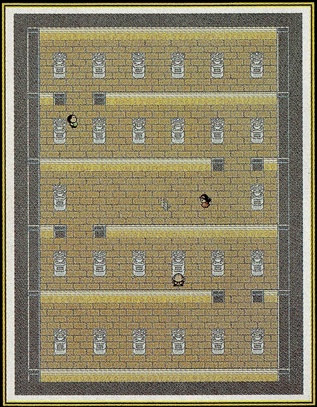
Puzzle Room



Complete the sliding-panel puzzles in the four Mystery Stone Panel Chambers around the ruins proper to partly solve the mystery behind the ruins and the Unown. At the start of the game, you can access only the first Stone Panel Chamber north of the Research Lab. The remaining three require HM03 (Surf) and a Pokémon who can use it. Chamber 2 lies south, across a small lake; gain access to chambers 3 and 4 through Union Cave. The more puzzles you solve, the more Unown variations you can capture in the ruins.



Ruins of Alph (Floor B1)



Items

Unowndex

Trainer Information

Trainer's Name	Type	Pokémon 1
Nathan	Psychic	???

Wild Pokémon

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Natu			Natu		
Quagsire			Quagsire		
Magikarp			Magikarp		
Poliwag			Poliwag		
Wooper			Wooper		

NOTE Remember, you can find other Pokémon in the grassy plot of the Ruins of Alph!

5 Solving a stone slab puzzle sends a new flood of Unown variations into the ruins. There are 26 types of Unowns, one for each letter of the alphabet (alphabet, Ruins of Alph—get it?). Your challenge is to collect one of each type. To help you, scientists in the Ruins of Alph Research Center will give you an upgrade to your PokéDex called the Unowndex—but only once you've captured three different Unowns. This upgrade allows you to keep track of all the Unown variations in the order you catch them. Remember! To catch all the Unowns, you first must solve all four of the Stone Panel puzzles.

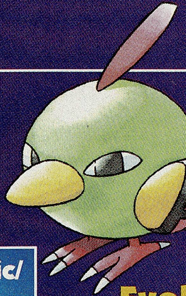
UNOWN may be printed out.

After you complete the Unowndex, take it to the scientists and they'll allow you to hook it up to a Game Boy® Printer. Now you can print messages and stuff using the Unown font!

Pokémon Sighting!

Reaching this new Psychic-type Pokémon takes time, but if you're a fan, the wait is worth it!

#177 Natu



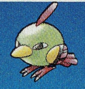
Basic Information

Type:	Psychic/ Flying
Height:	0'8"
Weight:	4 lbs.

Moves

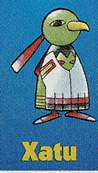
Peck	Default
Leer	Default
Niteshade	L10
Teleport	L20
Future Sight	L30
Confuse Ray	L40
Psychic	L50

Evolution Information



Natu

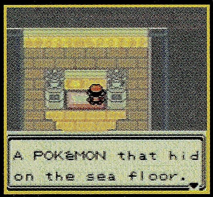
L25



Xatu

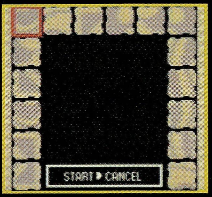
Solving the Stone Panel Puzzles

When you walk into a Mystery Stone Panel Chamber, you confront a huge stone slab with a sliding-panel puzzle on the left and a hint on the right. Read the hint to get an idea of what sort of picture you'll end up with if you succeed; then head left to start work on the puzzle. Each puzzle is a 4x4 grid with 16 pieces. When you solve a puzzle, something surprising happens.

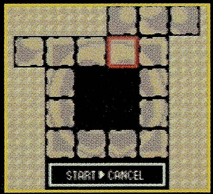


A POKéMON that hid on the sea floor.

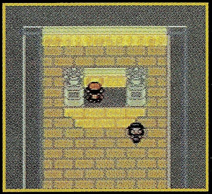
Read the tip for an idea of what to expect.



At the beginning, all the pieces are lined up around the puzzle's edge. Move the cursor over the piece you want and press Ⓐ. Press Ⓐ again to place the piece.



Once you find the corner and edge pieces, solving the rest of the puzzle is easier. The difficulty level increases with each puzzle.



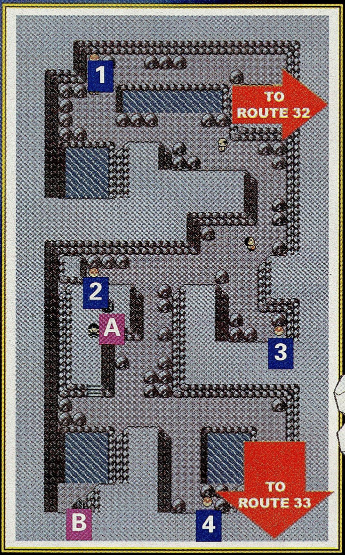
After you solve the puzzle, a panel falls away under your feet and you drop into the ruins. Do you feel a strange presence nearby?

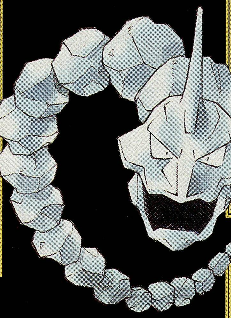
If you feel a little lost, or if you have trouble solving the puzzles, check sealed section in the back of this book for the solution!

Union Cave

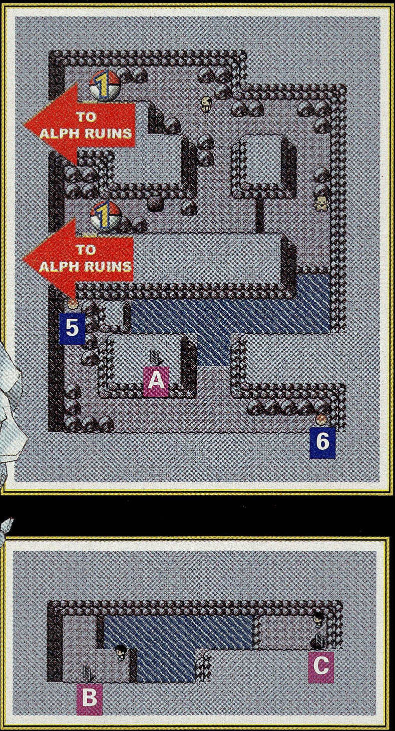
To reach Azalea Town and certain areas of the Ruins of Alph, you first must navigate the rocky tunnels of Union Cave. Talk to the Trainers you meet along the way to learn about a strange event that happens once a week. You must have the Surf move (HM03) before you can view it; thus, at the start of the game you can only imagine what you're missing.

Floor 1F

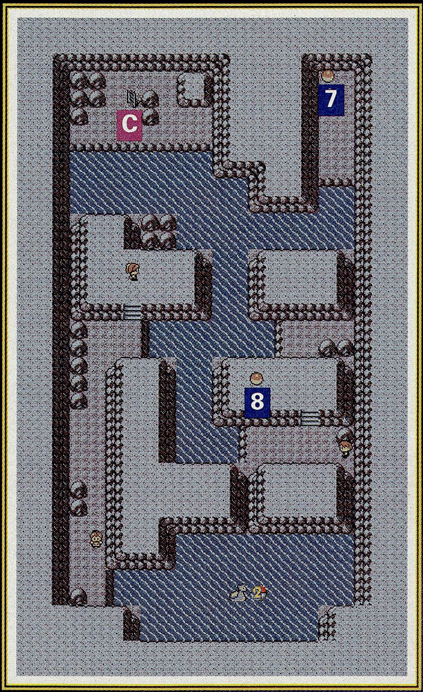




Floor B1



Floor B2



1 Tunnels in Union Cave lead back to the Ruins of Alph—specifically, to the final two puzzles. You must solve these puzzles to capture and collect all the Unowns, so be sure to head back there once you have the HM03 (Surf).

Items

1. Potion
2. X Attack
3. Great Ball
4. Awakening
5. TM39 (Swift)
6. X Defend
7. Elixir
8. Hyper Potion

Wild Pokémon (Floor 1F)

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Geodude			Geodude		
Onix			Onix		
Rattata			Rattata		
Sandshrew					
Zubat			Zubat		
Goldeen			Goldeen		
Magikarp			Magikarp		
Quagsire			Quagsire		
Seaking			Seaking		
Wooper			Wooper		

2 Every Friday, a talkative Lapras swims around the pool at the bottom of Union Cave. This is the only Lapras in the game that you can catch, so take the necessary precautions (save before attacking, and stock up on Poké Balls!).

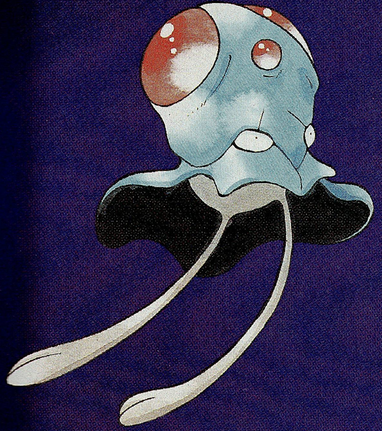
You can come nose to nose with a Lapras only on Fridays.

Wild Pokémon (Floor B1)

<table>
<tr><th colspan="3">Gold</th><th colspan="3">Silver</th></tr>
<tr><th>Morning</th><th>Day</th><th>Nite</th><th>Morning</th><th>Day</th><th>Nite</th></tr>
<tr><td colspan="3">Geodude</td><td colspan="3">Geodude</td></tr>
<tr><td colspan="3">Onix</td><td colspan="3">Onix</td></tr>
<tr><td colspan="3">Rattata</td><td colspan="3">Rattata</td></tr>
<tr><td colspan="3">Sandshrew</td><td></td><td></td><td></td></tr>
<tr><td colspan="3">Zubat</td><td colspan="3">Zubat</td></tr>
<tr><td colspan="3">Goldeen</td><td colspan="3">Goldeen</td></tr>
<tr><td colspan="3">Magikarp</td><td colspan="3">Magikarp</td></tr>
<tr><td colspan="3">Quagsire</td><td colspan="3">Quagsire</td></tr>
<tr><td colspan="3">Seaking</td><td colspan="3">Seaking</td></tr>
<tr><td colspan="3">Wooper</td><td colspan="3">Wooper</td></tr>
</table>

Wild Pokémon (Floor B2)

<table>
<tr><th colspan="3">Gold</th><th colspan="3">Silver</th></tr>
<tr><th>Morning</th><th>Day</th><th>Nite</th><th>Morning</th><th>Day</th><th>Nite</th></tr>
<tr><td colspan="3">Geodude</td><td colspan="3">Geodude</td></tr>
<tr><td colspan="3">Golbat</td><td colspan="3">Golbat</td></tr>
<tr><td colspan="3">Onix</td><td colspan="3">Onix</td></tr>
<tr><td colspan="3">Raticate</td><td colspan="3">Raticate</td></tr>
<tr><td colspan="3">Rattata</td><td colspan="3">Rattata</td></tr>
<tr><td colspan="3">Zubat</td><td colspan="3">Zubat</td></tr>
<tr><td colspan="3">Kingler</td><td colspan="3">Kingler</td></tr>
<tr><td colspan="3">Krabby</td><td colspan="3">Krabby</td></tr>
<tr><td colspan="3">Magikarp</td><td colspan="3">Magikarp</td></tr>
<tr><td colspan="3">Quagsire</td><td colspan="3">Quagsire</td></tr>
<tr><td></td><td></td><td>Staryu</td><td></td><td></td><td>Staryu</td></tr>
<tr><td colspan="3">Tentacool</td><td colspan="3">Tentacool</td></tr>
<tr><td colspan="3">Tentacruel</td><td colspan="3">Tentacruel</td></tr>
<tr><td colspan="6">Lapras appears once every week on Fridays.</td></tr>
</table>



Trainer Information

Trainer's Name	Type	Pokémon 1	Pokémon 2	Pokémon 3	Pokémon 4
Daniel	Hiker	Onix L11	—	—	—
Russell	Hiker	Geodude L4	Geodude L6	Geodude L8	—
Bill	Firebreather	Koffing L6	Koffing L6	—	—
Larry	Pokémaniac	Slowpoke L10	—	—	—
Ray	Firebreather	Vulpix L9	—	—	—
Leonard	Hiker	Geodude L23	Machop L25	—	—
Phillip	Hiker	Geodude L23	Geodude L23	Graveler L23	—
Andrew	Pokémaniac	Marowak L24	Marowak L24	—	—
Calvin	Pokémaniac	Kangaskhan L26	—	—	—
Gwen	Cool Trainer	Eevee L26	Flareon L22	Vaporeon L22	Jolteon L22
Nick	Cool Trainer	Charmander L26	Squirtle L26	Bulbasaur L26	—
Emma	Cool Trainer	Poliwhirl L28	—	—	—

Route 33

Route 33 is a short, quick, little Route between Union Cave and Azalea Town. There's not much here but a single Trainer and a tree that bears Psncureberries.

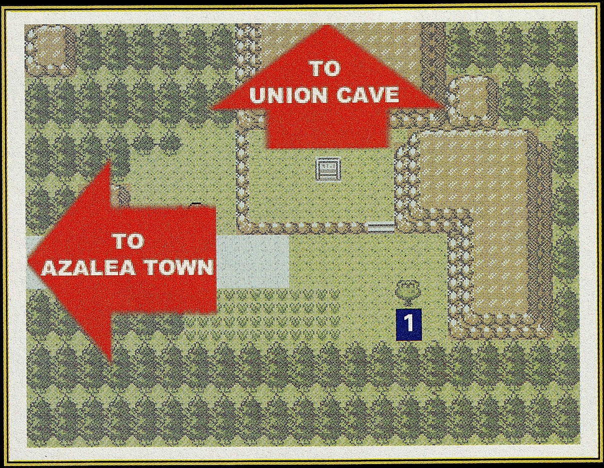
Items

1. Psncureberry

Trainer Information

Trainer's Name	Type	Pokémon 1	Pokémon 2
Anthony*	Hiker	Geodude L11	Machop L11

*After defeating this Trainer, ask him or her for their phone number!



Wild Pokémon

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
			Ekans		
Hoppip			Hoppip		
Rattata			Rattata		
Spearow			Spearow		
Zubat		Zubat	Zubat		Zubat

1 Sometimes you can learn interesting things from the Trainers you meet on the road. Take Anthony—if you give him your phone number, there's a chance that he'll call with some interesting news about a rare Pokémon that appears every so often in Dark Cave.

Pokémon Sighting!

Here's some information about a strange plant Pokémon that appears in the area.

#187 Hoppip

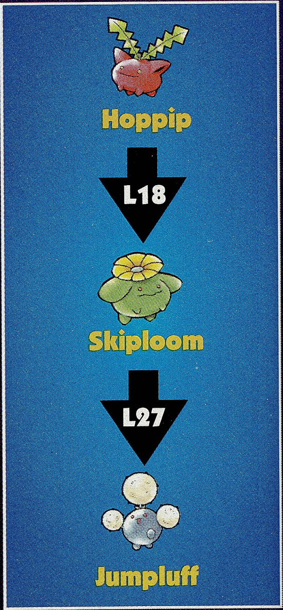
Basic Information

Type:	Grass/Flying
Height:	1'4"
Weight:	1 lb.

Moves

Splash	Default
Synthesis	Default
Tail Whip	L5
Tackle	L10
Poisonpowder	L13
Stun Spore	L15
Sleep Powder	L17
Leech Seed	L20
Cotton Spore	L25
Mega Drain	L30

Evolution Information



Azalea Town

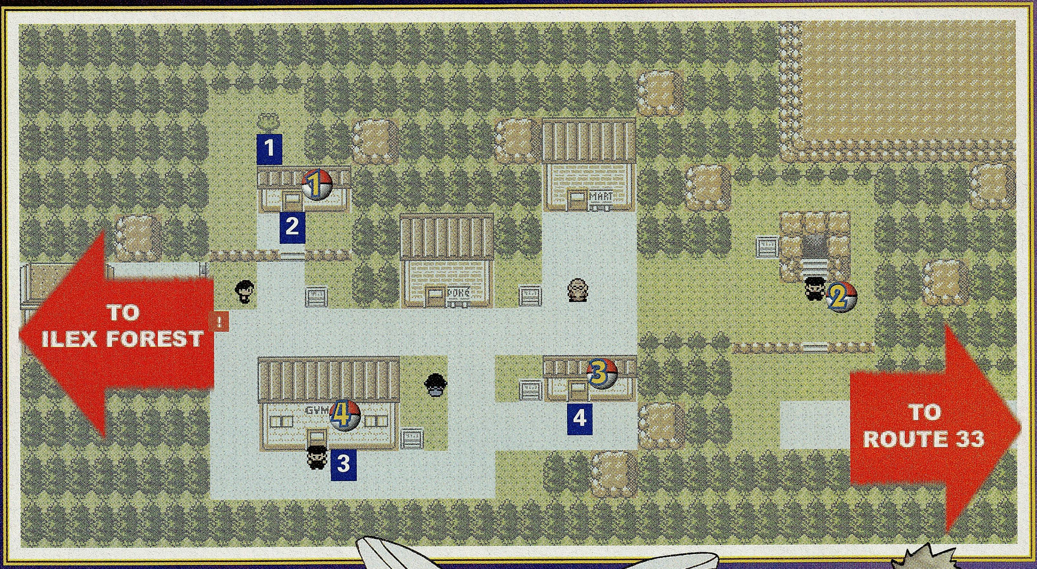
There's much excitement going on in this small town. It seems as though Team Rocket is up to their old tricks. You'll have to foil their latest dastardly deed before you can get on to the business of the Pokémon Gym Challenge! And then there's the matter of a missing apprentice....

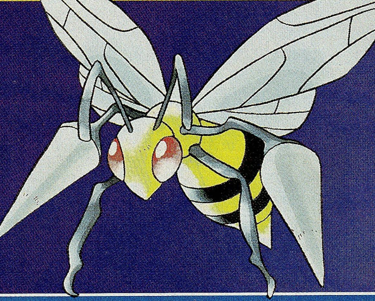
Items

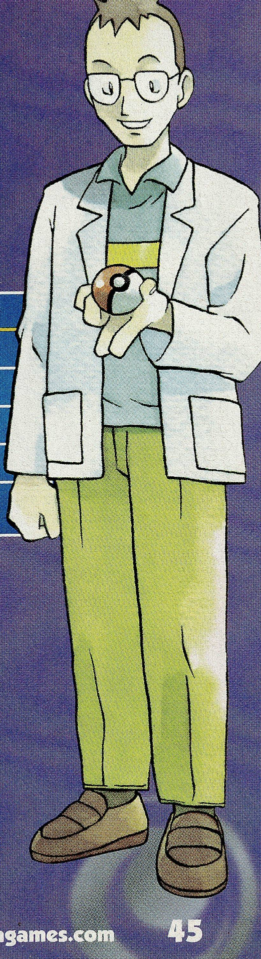
1. WHT Apricorn
2. Lure Ball
3. Hive Badge, TM49 (Fury Cutter)
4. Charcoal

Pokémon Mart

Charcoal	₽9800
Poké Ball	₽200
Potion	₽300
Super Potion	₽700
Escape Rope	₽550
Repel	₽350
Antidote	₽100
Parlyz Heal	₽200
Flower Mail	₽50

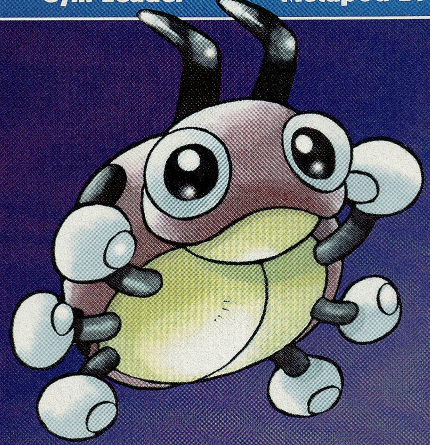




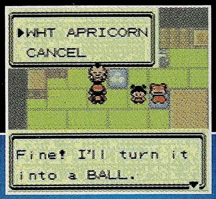


Trainer Information

Trainer's Name	Type	Pokémon 1	Pokémon 2	Pokémon 3
Amy & May	Twins	Spinarak L10	Ledyba L10	—
Al	Bug Catcher	Caterpie L12	Weedle L12	—
Josh	Bug Catcher	Paras L13	—	—
Benny	Bug Catcher	Weedle L7	Kakuna L9	Beedril L12
Bugsy	Gym Leader	Metapod L14	Kakuna L14	Scyther L16



1 The people in the town are pretty glum about the disappearance of their beloved Slowpoke, but Kurt is the only one willing to do anything about it. In calmer times, Kurt is known for his customized Poké Balls. He takes hollowed-out Apricorns and fits them with special devices, turning them into super-effective Poké Balls for catching certain types of Pokémon. If you help him with the Slowpoke dilemma, he'll make some of these special Poké Balls for you, starting with a Lure Ball. Afterwards, all you have to do is bring him an Apricorn and after 24 hours have elapsed, he'll have completed another Poké Ball.


▶WHT APRICORN
CANCEL

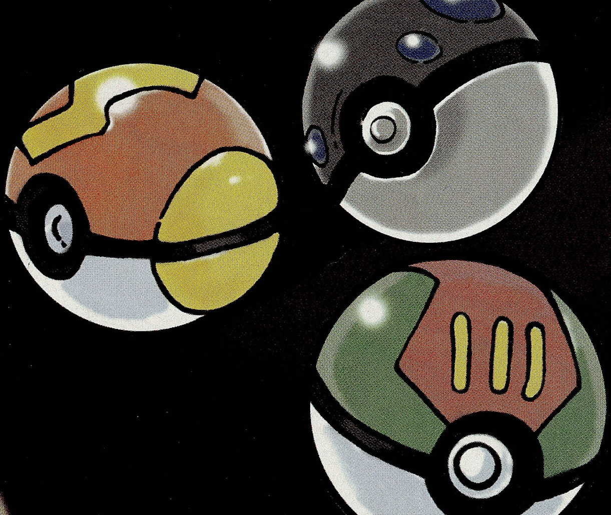
Fine! I'll turn it into a BALL.

When you want Kurt to make you a special Ball, just bring him an Apricorn!

TIP

The color of the Apricorn corresponds to the type of Ball Kurt can make. For example, the WHT Apricorn tree behind Kurt's house is used to create Fast Balls. Here's a brief conversion table to help you decide which Apricorns to gather.

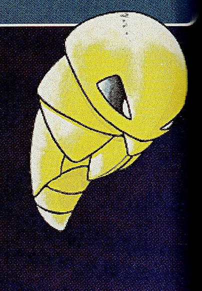
APRICORN NAME	LOCATION	SPECIAL BALL
BLK Apricorn	Route 37	Heavy Ball
BLU Apricorn	Route 37	Lure Ball
GRN Apricorn	Route 42	Friend Ball
PNK Apricorn	Route 42	Love Ball
RED Apricorn	Route 37	Level Ball
WHT Apricorn	Azelea Town	Fast Ball
YLW Apricorn	Route 42	Moon Ball



2 When you first arrive in Azalea Town, the entrance to Slowpoke Well is blocked by a suspicious character. When Kurt goes rushing off to help the Slowpoke, he takes care of the guard and you can follow him into the well. Wonder what's going on down there?

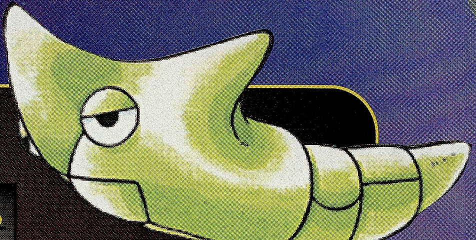
3 Once you take care of Team Rocket in the Slowpoke Well, head toward the Charcoal Kiln. The Charcoal Man is concerned that his Apprentice has been gone so long in the Ilex Forest. Is it laziness or is he lost? Go into the Ilex Forest and try to find out what's going on. Then, when the mystery is solved, return to the Charcoal Kiln to receive a reward from the Apprentice: a piece of Charcoal! Charcoal, when attached to a Pokémon, increases the strength of its Fire-type moves!

4 The other thing you can do once you've taken care of the problem in Slowpoke Well is take on Bugsy, the Leader of the Azalea Town Gym. Free the Slowpoke and your entrance is no longer barred. Be careful, though! Bugsy's Bug-themed Gym is full of hidden dangers! You will want to stock up on Antidote potions before you take them on.



Gym Leader Battle:

Bugsy of the Azalea Town Gym



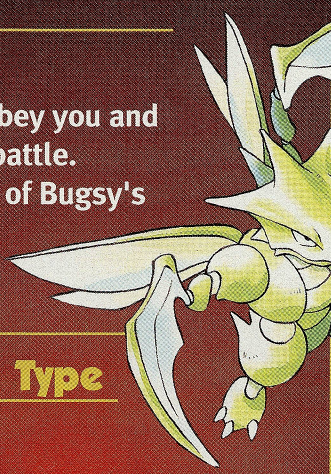
Battle Pokémon

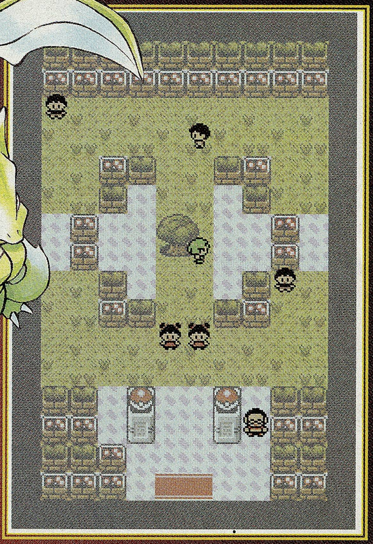
Metapod ♂ L14	Kakuna ♂ L14	Scyther ♂ L16
Tackle	Poison Sting	Quick Attack
String Shot	String Shot	Leer
Harden	Harden	Fury Cutter

Prizes

Hive Badge: Makes Pokémon up to L30 obey you and allows you to use HM01 (Cut) outside of battle.

TM49 (Fury Cutter): This move, a favorite of Bugsy's Scyther, increases in power every turn it is successfully used. The increase in strength stops when the attack misses.

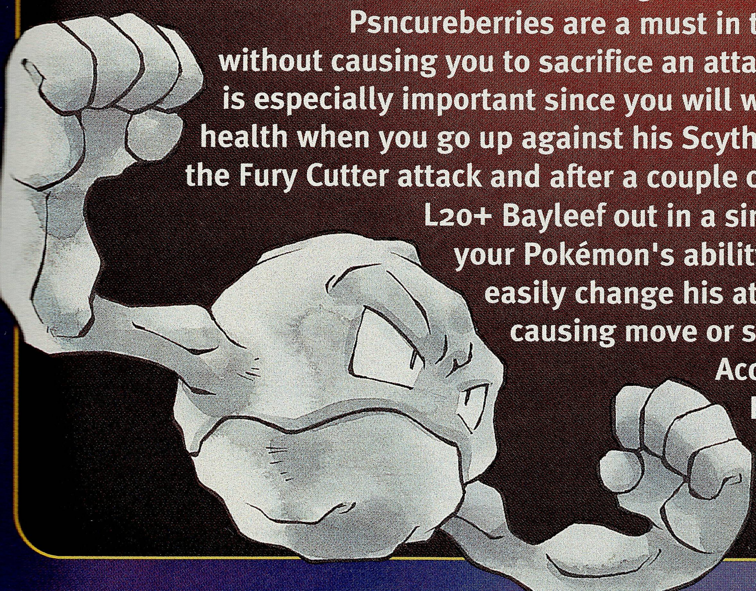




Recommended Pokémon Type

Fire
Rock
Water

In a nutshell, Bug-type Pokémon don't like fire, so if you have Quilava on your team you're all set! They also don't like the attacks of Flying- or Rock-type Pokémon, so if you've been training a Pidgey, Hoothoot, Geodude or Onix, you are also primed for this battle. Even a Croconaw-based team will have no problem with the Bug-theme of the Azalea City Gym. Bayleef-based teams, on the other hand, have a bumpy road ahead of them since Bug Pokémon have a huge advantage over Grass Pokémon.



Psncureberries are a must in this Gym, since they will cure Poison without causing you to sacrifice an attack round. In the battle with Bugsy, this is especially important since you will want to bring out a Pokémon in full health when you go up against his Scyther. Bugsy's Scyther relies heavily upon the Fury Cutter attack and after a couple of rounds it has the strength to take a L20+ Bayleef out in a single blow. If you are concerned about your Pokémon's ability to take this monster out, you can easily change his attack plan with the use of any Paralysis-causing move or something that will decrease his Accuracy. A Mareep or Flaaffy armed with Flash and Thunderwave is a good investment for this battle.

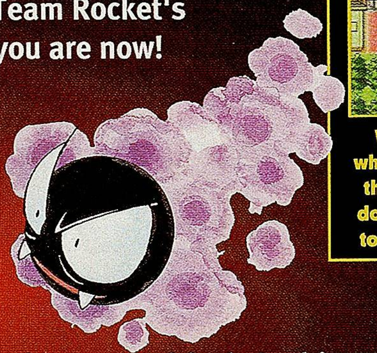
Rival Battle #2!

When you go to enter the Ilex Forest (any time after you complete the Slowpoke Well event), you'll quickly find your path blocked by your trash-talking Rival. He can't believe that you of all people managed to foil Team Rocket's Slowpoketail scheme, and he wants to see how strong you are now!

Watch your back when you go to enter the Ilex Forest. You don't want your rival to sneak up on you!

Battle Pokémon

Gastly	L12
Zubat	L14
Bayleef, Croconaw or Quilava (based on your Starting Pokémon)	L16

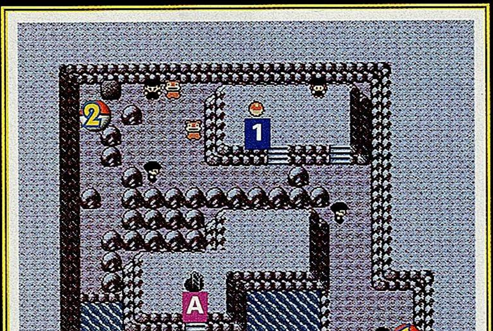


Of all of the Rival Battles in the game, this is probably the most critical. At this point in the game, you've both been collecting and training your Pokémon for awhile and this is the first battle where you'll get to see how compatible these teams are. In addition, this battle will make it clear that your opponent's Starting Pokémon has an advantage over your own. Namely, your Rival will always choose as his Starting Pokémon the one that is strongest against yours. As a result, it is a good idea to have another Pokémon waiting in the wings if things start to look bad (as in the case of his Quilava against your Bayleef). Consider bringing a Mareep/Flaaffy, or any other complementary Pokémon into battle.

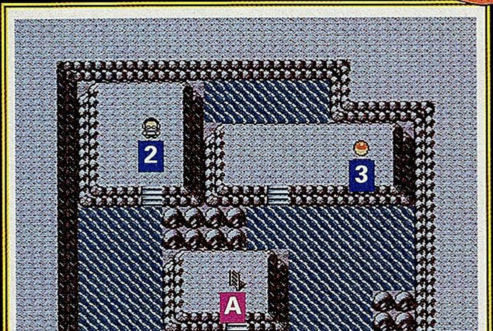
Slowpoke Well

The Slowpoke Well was originally called Rainmaker Well but was renamed 400 years ago after a Slowpoke's yawn summoned a rainstorm that brought an end to a drought. Now, this well has been taken over by Team Rocket as the base of operations for their new business: Slowpoketails! These tasty treats are made by cutting the tails off of the loveable Slowpoke who live in the area, and now the human residents are getting concerned.

Floor 1F



Floor B1



Items

1. Super Potion
2. King's Rock
3. TM18 (Rain Dance)

NOTE

Match the lettered boxes on the maps to see where a staircase or transporter will lead.

Wild Pokémon (Floor 1F)

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Slowpoke			Slowpoke		
Zubat			Zubat		
Goldeen			Goldeen		
Magikarp			Magikarp		
Seaking			Seaking		
Slowpoke			Slowpoke		

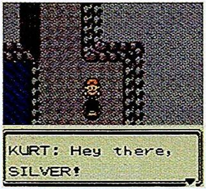
Wild Pokémon (Floor B1)

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Golbat			Golbat		
Slowpoke			Slowpoke		
Zubat			Zubat		
Goldeen			Goldeen		
Magikarp			Magikarp		
Seaking			Seaking		
Slowbro			Slowbro		
Slowpoke			Slowpoke		

Trainer Information

Trainer's Name	Pokémon 1	Pokémon 2	Pokémon 3
Rocket Grunt A	Rattata L9	Rattata L9	—
Rocket Grunt B	Zubat L9	Ekans L11	—
Rocket Grunt C	Rattata L7	Zubat L9	Zubat L9
Rocket Grunt D	Koffing L14	—	—

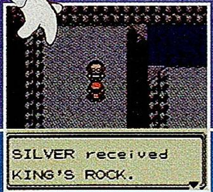
1 To get into the Slowpoke Well you must first seek out Kurt in Azalea Town. He then chases the guards away before tumbling into the well and throwing out his back. Ouch! Now, it's your turn to take over and run Team Rocket out of town!



KURT: Hey there, SILVER!

Kurt means well, but a terrible accident means that you have to shoulder the job of defeating Team Rocket and saving the Slowpoke!

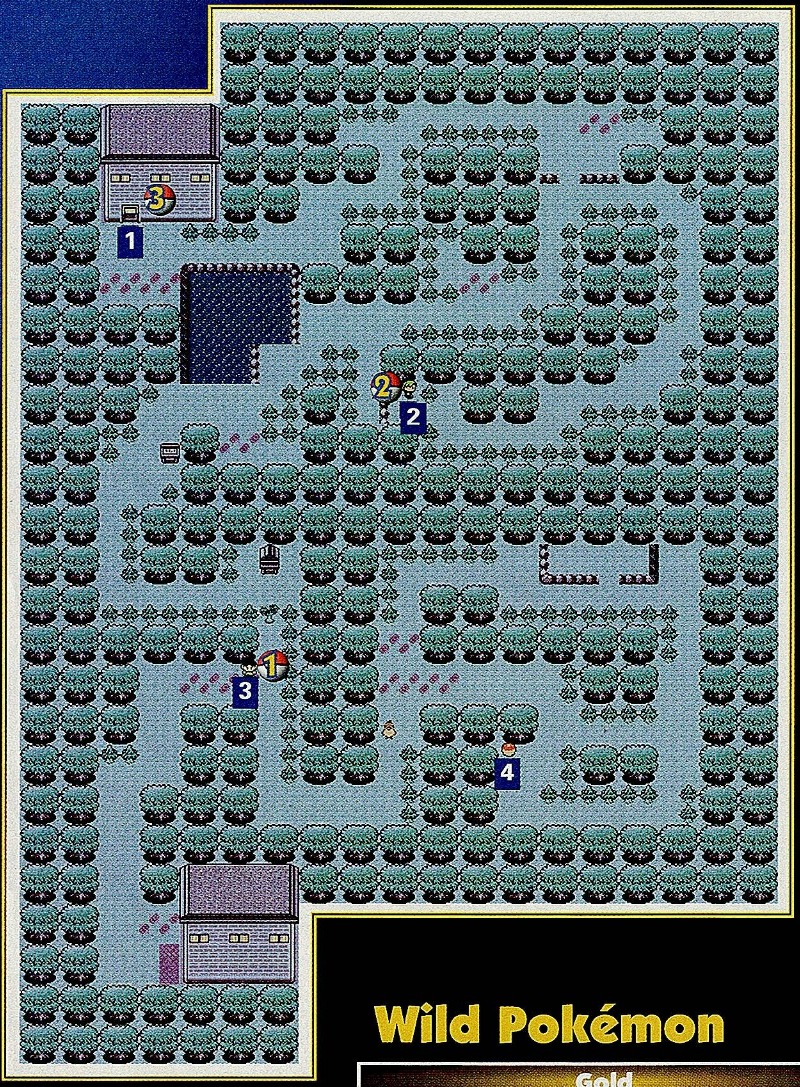
2 Once you get the ability to use both HM04 (Strength) and HM03 (Surf), return to the Slowpoke Well and venture down to the basement. You'll meet a Slowpoke researcher there who has discovered that Slowpoke holding the King's Rock often get bitten by Shellder and evolve into Slowking! Take the King's Rock he gives you and try it out for yourself!



SILVER received KING'S ROCK.

Attach the King's Rock to a Slowpoke of your own and see what happens when you trade it to a friend over a Game Link!

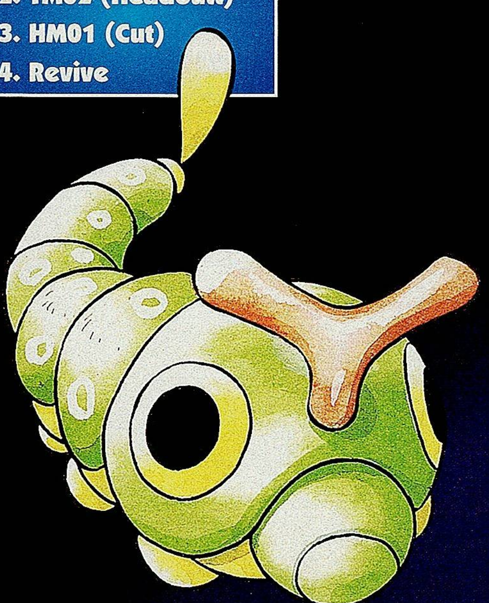
Ilex Forest



Ilex Forest is known for its size and frightening darkness. It is very easy to get lost in here! You'll need HM01 (Cut) in order to get to the end of the forest, so keep an eye out for the opportunity to earn that item!

Items

1. TM12 (Sweet Scent)
2. TM02 (Headbutt)
3. HM01 (Cut)
4. Revive

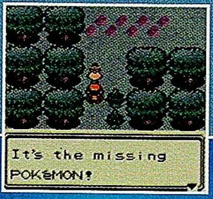


Wild Pokémon

<table>
<tr><th colspan="3">Gold</th><th colspan="3">Silver</th></tr>
<tr><th>Morning</th><th>Day</th><th>Nite</th><th>Morning</th><th>Day</th><th>Nite</th></tr>
<tr><td colspan="2">Caterpie</td><td></td><td></td><td></td><td></td></tr>
<tr><td></td><td></td><td></td><td colspan="2">Kakuna</td><td></td></tr>
<tr><td colspan="2">Metapod</td><td></td><td></td><td></td><td></td></tr>
<tr><td></td><td></td><td>Oddish</td><td></td><td></td><td>Oddish</td></tr>
<tr><td colspan="3">Paras</td><td colspan="3">Paras</td></tr>
<tr><td></td><td></td><td></td><td colspan="2">Weedle</td><td></td></tr>
<tr><td colspan="3">Zubat</td><td colspan="3">Zubat</td></tr>
<tr><td colspan="3">Golduck</td><td colspan="3">Golduck</td></tr>
<tr><td colspan="3">Magikarp</td><td colspan="3">Magikarp</td></tr>
<tr><td colspan="3">Poliwag</td><td colspan="3">Poliwag</td></tr>
<tr><td colspan="3">Psyduck</td><td colspan="3">Psyduck</td></tr>
</table>

1

The Charcoal Man's Apprentice (from Azalea Town) is in a frenzy. He's lost his master's FarFetch'd and is afraid to go too deep into the forest to find it. Chase the FarFetch'd around the forest until you get it back to where the Apprentice is waiting. The Charcoal Man will meet you there and reward you with HM01 (Cut). Once you teach Cut to one of your Pokémon, it will be able to cut down the small saplings that block the path to the northern part of the forest. In addition, you should return to the Charcoal Kiln to get a special reward from the Apprentice himself.

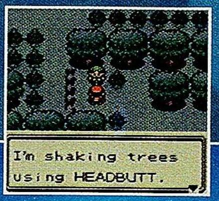


It's the missing POKéMON!

Chase the FarFetch'd back to its owners to get a great reward!

2

Be sure to pick up TM02 (Headbutt) from this guy as you make your way through the forest. This is one of a few "regular" moves that has both battle and field uses. In the field you can use it to shake the Pokémon out of the small triangular trees that grow in the shadow of the larger ones. The Pokémon who appear differ based on whether the tree is considered a "Mountain Tree" or a "Forest Tree." There are four Pokémon that can only be found in this way, so start headbutting those trees!



I'm shaking trees using HEADBUTT.

Shaking small trees (like the one next to the boy) is a lot of fun!

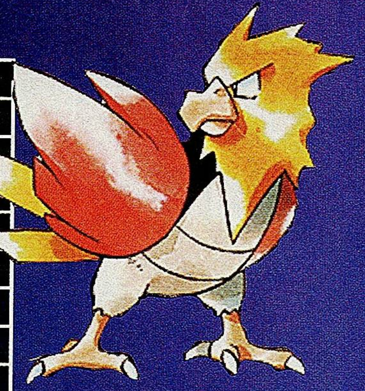
3

Talk to the Butterfree Trainer in the gatehouse and she'll give you TM12 (Sweet Scent). When you use this move outside of battle, it attracts Wild Pokémon to you.

POKÉMON FOUND WHILE HEADBUTTING TREES

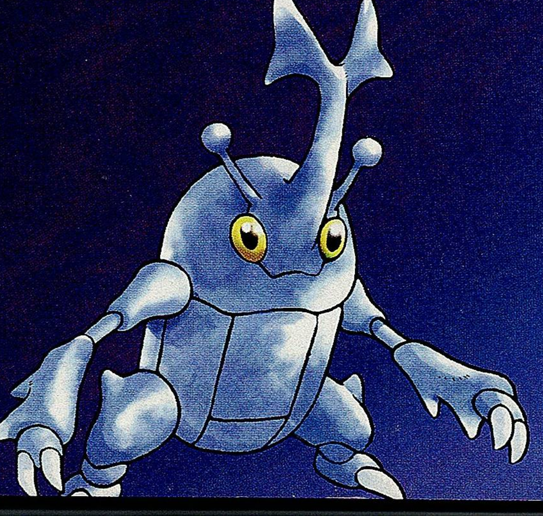
	GOLD VERSION	SILVER VERSION
Forest Trees	Caterpie	Weedle
	Metapod *	Kakuna *
	Butterfree	Beedrill
	Exeggcute	Exeggcute
	Pineco *	Pineco *
Mountain Trees	Aipom	Aipom
	Heracross *	Heracross *
	Spearow	Spearow

*These Pokémon appear in special locations.

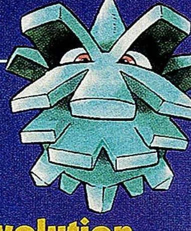


Pokémon Sighting!

Headbutting the trees in this forested area is sure to uncover the mysterious Pineco. Another place to look is around the Lake of Rage!



#204 Pineco



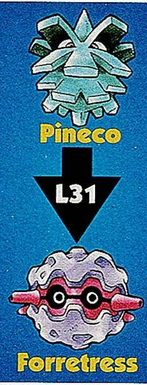
Basic Information

Type:	Bug
Height:	2'0"
Weight:	16 lbs.

Moves

Tackle	Default
Protect	Default
Selfdestruct	L8
Take Down	L15
Rapid Spin	L22
Bide	L29
Explosion	L36
Spikes	L43
Double-Edge	L50

Evolution Information



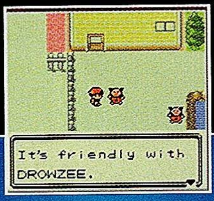
Route 34

This long stretch of road next to the sea is one that you will travel upon quite often, especially if you are in pursuit of all the baby Pokémon you can find! Route 34 is home to the Day-Care, a place run by an elderly couple with a knack for training Pokémon and letting surprising things happen. If the Day-Care doesn't interest you, then continue north to the metropolitan Goldenrod City, where many diversions await!

Items

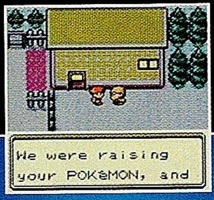
1. **Soft Sand**

1 The Day-Care on Route 34 serves a dual purpose. Its main goal is to train your Pokémon for you. You can leave up to two Pokémon with the couple who run the facility and, for a one-time fee of P100 plus P100 for every level the Pokémon grows, they will take care of and train your Pokémon while you continue adventuring. However, if you happen to leave two Pokémon behind of different genders (i.e. a male and a female), there's a chance that something miraculous will happen by the time you return: a Pokémon Egg will be born! See Chapter 3 for more in-depth information about how to breed Pokémon!



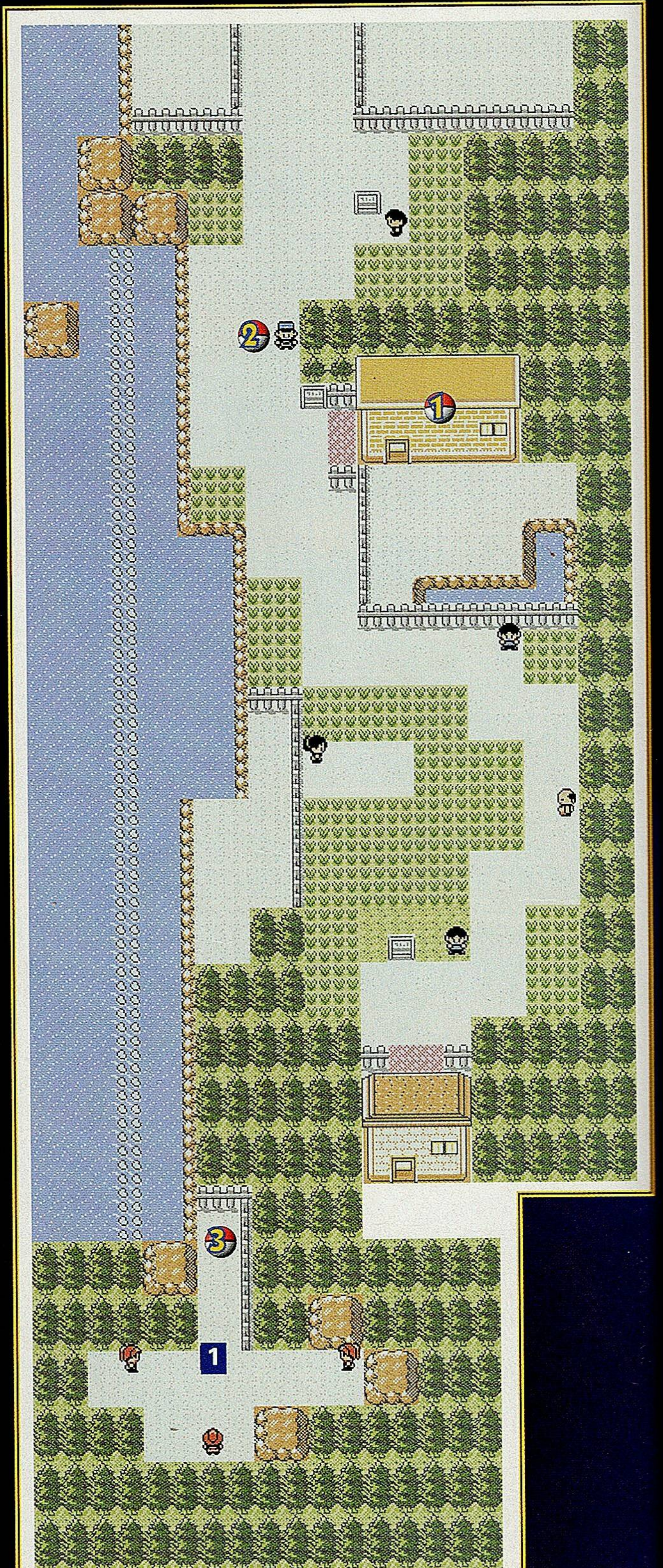
It's friendly with DROWZEE.

Only Pokémon who are interested in one another have a chance of producing a Pokémon Egg. Talk to them out in the yard to find out their feelings for one another.



We were raising your POKéMON, and

If your Pokémon have produced an Egg, you'll find the Day-Care Man waiting for you outside in the yard. You can even see him from Route 34!

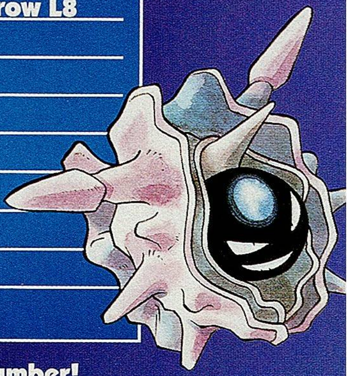


Wild Pokémon

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Abra			Abra		
Ditto			Ditto		
Drowzee			Drowzee		
Rattata			Rattata		
Kingler			Kingler		
Krabby			Krabby		
Magikarp			Magikarp		
		Staryu			Staryu
Tentacool			Tentacool		
Tentacruel			Tentacruel		

Trainer Information

Trainer's Name	Type	Pokémon 1	Pokémon 2	Pokémon 3	Pokémon 4
Samuel	Youngster	Rattata L7	Sandshrew L10	Spearow L8	Spearow L8
Brandon	Poké Fan	Snubbull L13	—	—	—
Gina*	Picnicker	Hoppip L9	Hoppip L9	Bulbasaur L12	—
Ian	Youngster	Mankey L10	Diglett L12	—	—
Keith**	Guard	Growlithe L17	—	—	—
Todd*	Camper	Psyduck L14	—	—	—
Irene	Cool Trainer	Goldeen L22	Seaking L24	—	—
Jenn	Cool Trainer	Staryu L24	Starmie L26	—	—
Kate	Cool Trainer	Shellder L26	Cloyster L28	—	—



*** After defeating this Trainer, ask him or her for their phone number!**

**** Keith fights only at nite.**

2

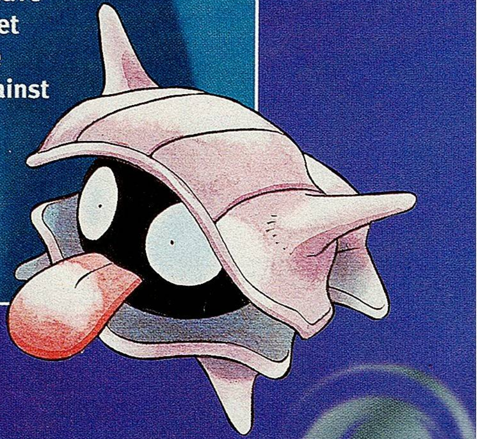
The Guard outside the Day-Care is on the lookout for trouble-makers. If you disturb him during the nite, there's a good chance that he will fight you instead!

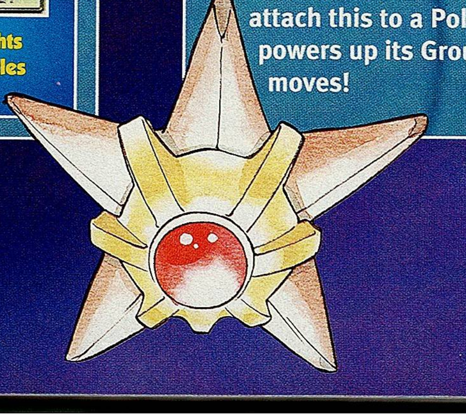
OFFICER KEITH
wants to battle!

Keith only fights Pokémon Battles at nite!

3

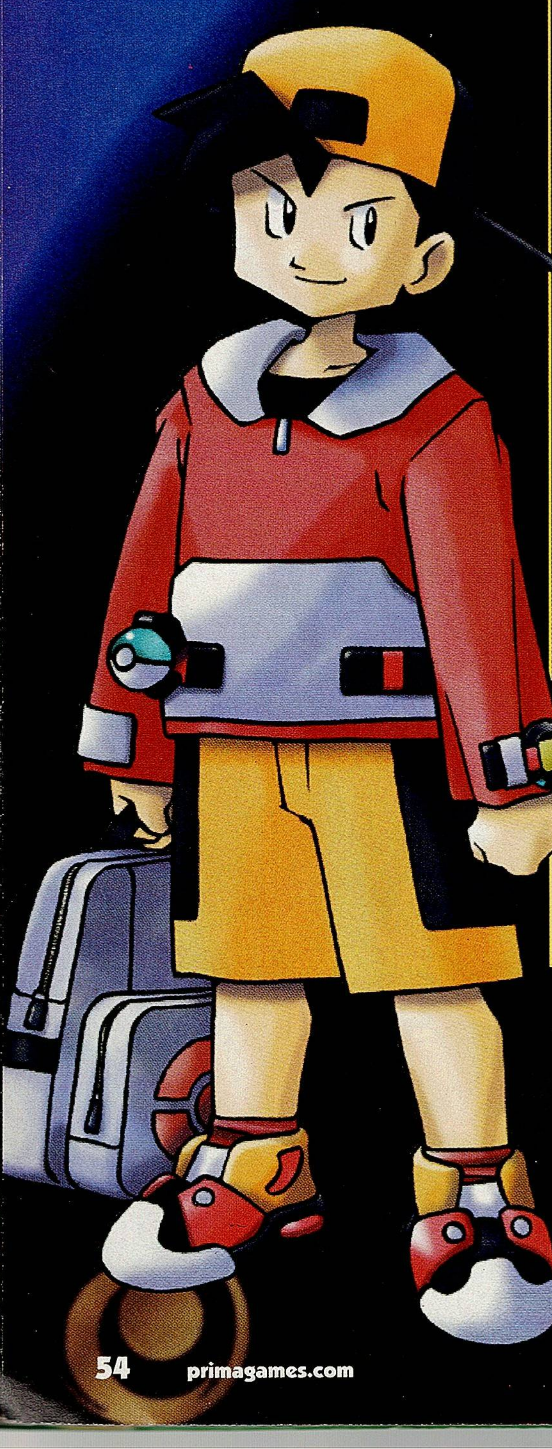
Once you pick up HM03 (Surf) in Ecruteak City, be sure to explore Route 34 a little bit further. A trio of sisters have made a hidden alcove their secret training spot and they don't like intruders. If you win a battle against each one, they will give you the Soft Sand item. When you attach this to a Pokémon, it powers up its Ground-type moves!

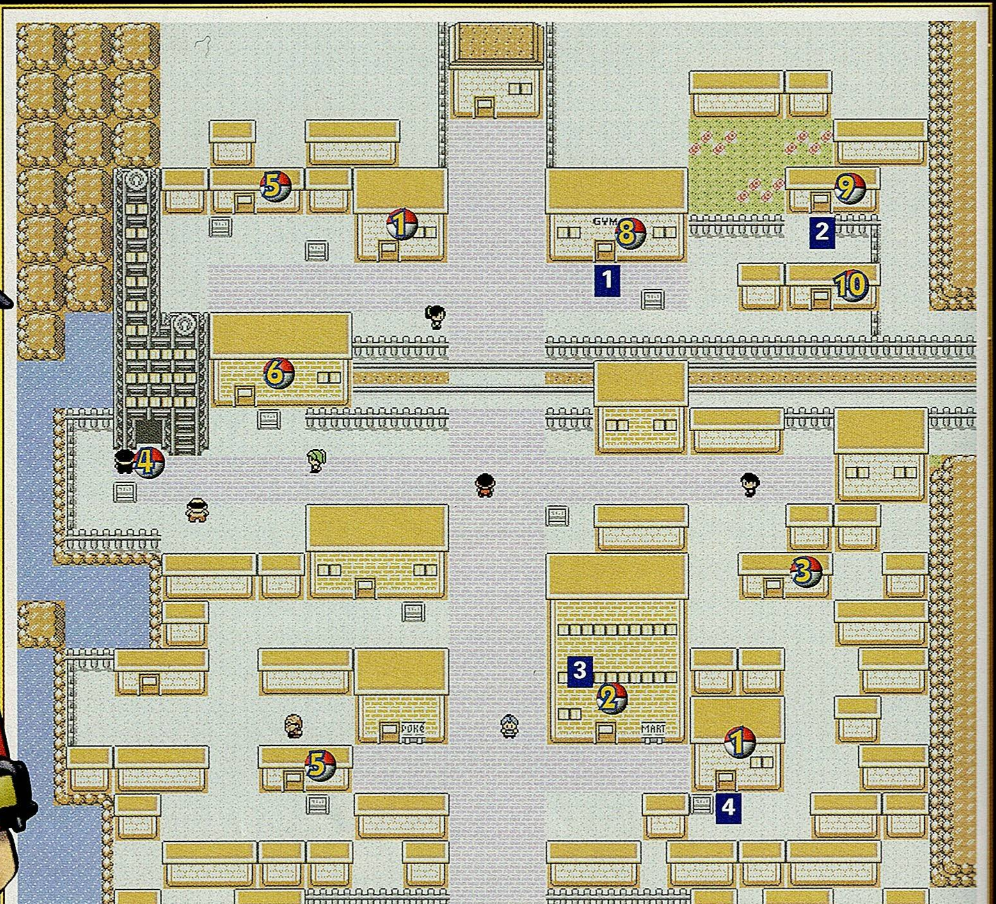




Goldenrod City

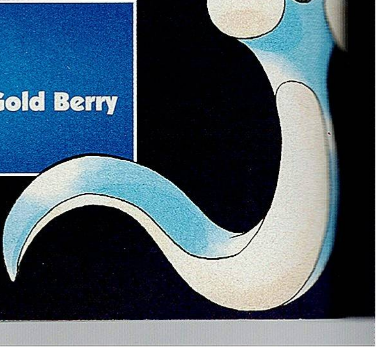
Goldenrod City is the jewel of the Johto crown! Situated next to the mountains and sea, Goldenrod City is a busting metropolis that features the latest technologies: a Hi-tech Radio Tower and a blindingly fast Magnet Train that ferries travelers between Goldenrod City and Saffron City in Kanto. If that doesn't spark your interest, try out the new games in the Game Corner or go shopping in the Department Store!





Items

1. Plain Badge; TM45 (Attract)
2. Squirtbottle
3. TM21 (Frustration); TM27 (Return); Gold Berry
4. Bicycle



Goldenrod City Department Store

2F: Counter 1

Potion	₽300
Super Potion	₽700
Antidote	₽100
Parlyz Heal	₽200
Awakening	₽250
Burn Heal	₽250
Ice Heal	₽250

2F: Counter 2

Poké Ball	₽200
Great Ball	₽600
Escape Rope	₽550
Repel	₽350
Revive	₽1500
Full Heal	₽600
Poké Doll	₽1000
Flower Mail	₽50

3F

X Speed	₽350
X Special	₽350
X Defend	₽550
X Attack	₽500
Dire Hit	₽650
Guard Spec.	₽700
A Accuracy	₽950

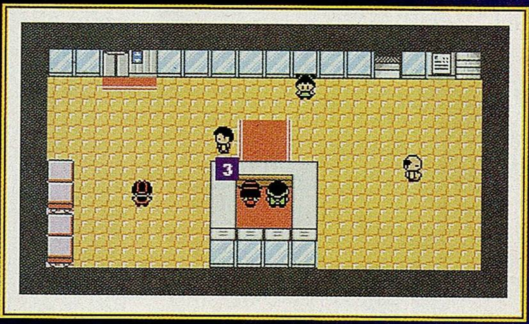
4F

Protein	₽9800
Iron	₽9800
Carbos	₽9800
Calcium	₽9800
HP Up	₽9800

5F

TM41 (Thunderpunch)	₽3000
TM48 (Fire Punch)	₽3000
TM33 (Ice Punch)	₽3000
TM02 (Headbutt)	₽2000*
TM08 (Rock Smash)	₽1000*

* These TM's only appear once you've found them in the game.



6F

Fresh Water	₽200
Soda Pop	₽300
Lemonade	₽350

Wild Pokémon

	Gold			Silver		
	Morning	Day	Nite	Morning	Day	Nite
Abra	Game Corner: Purchase/200 Coins					
Dratini	Game Corner: Purchase/2100 Coins					
Eevee	After meeting Bill at the Pokémon Center in Ecruteak City, get this from Bill at his home.					
Ekans	Game Corner: Purchase/700 Coins (Gold Only)					
Machop	Trade a Drowzee for this with the boy on the 5th floor of the Dept. Store.					
Sandshrew	Game Corner: Purchase/700 Coins (Silver Only)					

Trainer Information

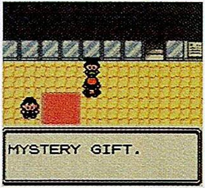
Trainer's Name	Type	Pokémon 1	Pokémon 2	Pokémon 3
Victoria	Beauty	Sentret L9	Sentret L13	Sentret L17
Samantha	Beauty	Meowth L16	Meowth L16	—
Carrie	Lass	Snubbull L18	—	—
Bridget	Lass	Jigglypuff L15	Jigglypuff L15	Jigglypuff L15
Whitney	Gym Leader	Clefairy L18	Miltank L20	—

1

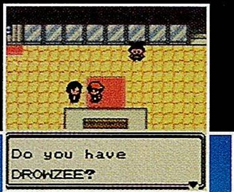
You will find your travels much easier if you heed this simple request: get the Bicycle from the Bicycle Shop as soon as you enter Goldenrod City. The Bicycle Shop is having this problem, you see. Its out-of-the-way location makes it almost impossible for shoppers to find. To remedy this, the owners are willing to give you a Bicycle for free if you'll ride it around and advertise for the shop. This is a great deal for you and it will double your traveling speed!

2

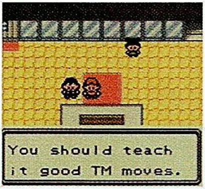
The Goldenrod City Department Store is usually on the top of every Trainer's list when they visit Goldenrod City, and with good reason. This store has almost everything you could possibly need! The 5th Floor is especially important for travelers looking for freebies.


MYSTERY GIFT.

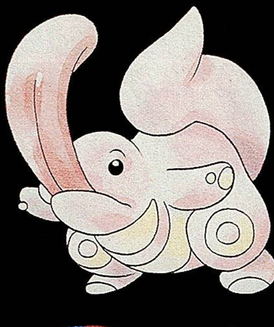
First, find the little girl by the stairways and talk to her to activate the Mystery Gift function. This allows you to trade for gifts using the Game Boy® Color's IR-Device (See the Sealed Section for a list of what you can get!). If you are not playing this game on a Game Boy Color, the little girl will not appear!


Do you have DROWZEE?

If you have an extra Drowzee, trade it to this man for a Machop. Then, talk to him again to get a Gold Berry!


You should teach it good TM moves.

On Sundays a woman comes to the Department Store to give away TMs to trainers. Look for her behind the counter on the 5th Floor and see what you get. This woman will give you one of two TMs based on your lead Pokémon's affection rating. If it really likes you, she'll give you TM27 (Return). If you show her a Pokémon that hates you, you'll get TM21 (Frustration). If you show her a Pokémon that doesn't feel strongly one way or another, you'll get nothing. If you are unsure of how your lead Pokémon feels, take it to the nearby Happiness Rater.



3

In this small house lives a woman with a special gift for determining how much your Pokémon like you. When you visit, she will judge the happiness of your lead Pokémon—the Pokémon who is first in your belt. There are six variations of Happiness from "It doesn't seem to like you at all. It looks mean." to "It looks really happy! It must really love you a lot." For more information about the Happiness factor see Chapter 3.

4

While you are in Goldenrod City, you must visit the Radio Tower to get your free Radio Card. Just answer the woman's questions correctly and this new PokéGear upgrade is yours!

5

There are entrances to the Goldenrod City Underground in the north and south parts of town. The Underground is a strange place, full of anxious Trainers, weird shops, and maze-like warehouses. Enter at your own risk, but do enter!

6

Goldenrod City is home to a stop on the extremely fast, extremely hi-tech Magnet Train. This high-speed train shuttles passengers back and forth between Goldenrod City and Saffron City in Kanto. The only problem is that the train is running a bit behind schedule—in fact, one hasn't arrived in quite a while! Someone ought to go to Saffron City and find out what the holdup is!

7

To the north of the Magnet Train is the home of the Name Rater. If you are unhappy about the nicknames you've given to your Pokémon, you can talk to him and he'll help you change them. The only catch is that you cannot change the names of Pokémon you've received in a trade!

8

The Goldenrod City Gym lies in the northeast corner of this large city and is run by Gym Leader Whitney. Whitney and her girlfriends are all into cute Normal-type Pokémon like Clefairy, Jigglypuff, and Snubbull. If you can defeat her, you'll win the admiration of all of the city's residents.

9

Next door to the Gym, you'll find a lovely plant Nursery whose owners have seen the strangest thing on Route 36. A tree is blocking the way and when you water it, it jumps! If you defeat Whitney, the woman here will give you a Squirtbottle full of water so you can try to move it yourself.

10

Bill, the Pokémaniac responsible for the Pokémon Storage System, has family here in Goldenrod City. When you run into him in Ecruteak City's Pokémon Center, follow him back to their home and talk to him. Not only can you get his Phone Number, he'll also give you an Eevee!

The Games of the Game Corner

If you spent a lot of time in the Celadon City Game Corner in *Pokémon Red*, *Blue*, and *Yellow*, then you will be pleased with the improvements made over the last three years. First of all, to play on the machines here, you need to get the Coin Case that a gambler discarded in the Underground Passage.

Next, you need to get some Coins. At the counter in the back of the Game Corner, you can exchange your money for Coins. You can get 50 Coins for ₽1000 or 500 Coins for ₽10,000. Once you have Coins in your Coin Case, you can play either the Slot Machines or the Card Flip machines. Be sure to move from machine to machine until you find the one that offers you the best odds of winning. And don't be surprised if the machine tries to help you cheat....

There's that man's Coin Case!

Slot Machines

The Slot Machines haven't changed very much since the days of *Pokémon Red*, *Blue*, and *Yellow*. You can bet anything from 1 to 3 Coins, depending upon how much you have to spend and how many ways you want to win. The more you spend, the more ways you can win. If you bet a single coin, you must match three in a row in the center row in order to win. Spend 2 Coins and you will win if you match three in a row in any of the three rows. With 3 coins, you expand your winning possibilities to three in a row diagonally in addition to any of the three rows for a total of 5 possible ways to win.

NOTE

The more money you spend, the better your chances of winning. The meter on the left side of your Game Boy screen shows the number of coins spent, while the color-coded lines show how your winning possibilities grow.

The prize money given out for the Slot Machine is as follows:

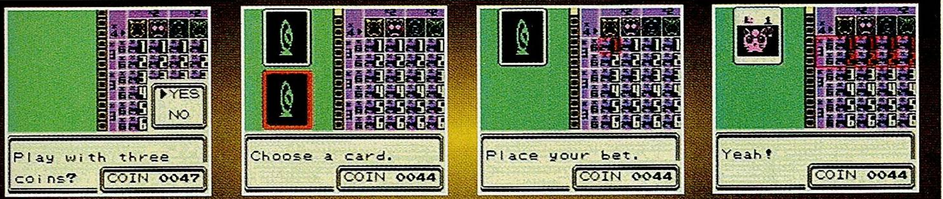
Cherry x3	₽6
Pikachu x3	₽8
Squirtle x3	₽10
Staryu x3	₽15
Poké Ball x3	₽50
777	₽300

Card Flip

Card Flip is a new addition to the Game Corners. The Card Flip machines are found on the right side of the Game Corner and, depending upon who you ask, are considered easier to win big on (especially if you have good psychic powers!).

The game is played with a deck of 24 cards made up of four suites (Pikachu, Jigglypuff, Poliwag, and Oddish), each numbered from 1 to 6. The deck is shuffled once at the start of a session, which is equal to up to 12 rounds of play (you can quit at any time). At the start of a round, two cards are dealt face-down onto the table and you must pick one of the two (the second is discarded).

The interesting thing about Card Flip is that you set the odds, and the amount you can win, with your bet. You can choose to bet on the exact suite and number of the card for the maximum reward (i.e. Pikachu 1) or you can bet by suite (i.e., Pikachu), by two suites (i.e., Pikachu and Jigglypuff), by a single number (i.e., 1 of any suite) or by two numbers (i.e., 1 and 2 of any suite). The amount you win is shown on the perimeter of the game board and reflects the odds of your choice. If you choose to bet on the exact suite and number of the card (which has the lowest odds of winning), you will win 24 times your bet (i.e. 72 Coins). In comparison, choosing to bet on 2 suites (which gives you the highest odds of winning) only pays out 2 times your wager (i.e. 6 Coins) if you win.


Play with three coins? COIN 0047

Choose a card. COIN 0044

Place your bet. COIN 0044

Yeah! COIN 0044

1) The cards are shuffled and your money taken. 2) Choose a card from the two dealt. 3) Place your bet. 4) Player wins 9 Coins!

The Rewards of Winning

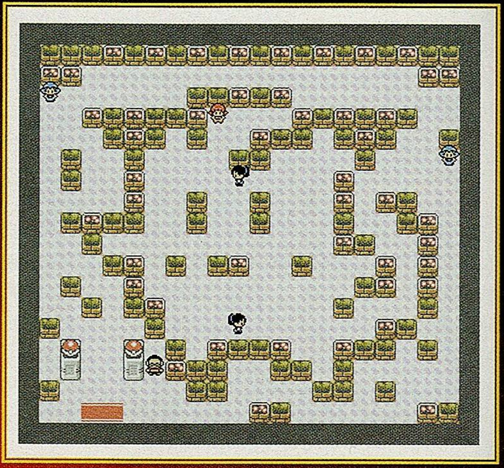
When you are through playing on the machines, talk to the women behind the counter on the right side of the Game Corner and you can exchange your winnings for some fabulous prizes! They have TMs and Pokémon that you may not be able to get anywhere else.

Item	Coins
TM25 (Thunder)	5500 Coins
TM13 (Blizzard)	5500 Coins
TM38 (Fire Blast)	5500 Coins
Abra	200 Coins
Ekans (Gold Version Only)	700 Coins
Sandshrew (Silver Version Only)	700 Coins
Dratini	2100 Coins

Gym Leader Battle: Whitney of the Goldenrod City Gym

Battle Pokémon

Clefairy ♀ L18	Miltank ♀ L20
Doubleslap	Rollout
Mimic	Attract
Encore	Stomp
Metronome	Milk Drink



Recommended Pokémon Type

Fighting
Rock

Whitney's Miltank is the Pokémon to watch out for here, especially if you have a lot of male Pokémon in your team! Miltank's preferred method of attack against men is to charm them with Attract (causing your Pokémon to fall in love with her and refuse to attack 50% of the time) and then pummel them with Rollout. Rollout is a lot like the Fury Cutter move that Bugsy's Scyther used. It increases in strength with each successful hit, so the best way to defeat it is to increase the chances that it will fail. Ideally, the best Pokémon to use against the Miltank is one who can defeat both Attract and Rollout: a female Machop, perhaps, or just a female Pokémon with the move Flash or any Confusion-, Paralyze-, or Sleep-inducing move.

Defeating Whitney makes her cry, so talk to her friend Bridget until she gets herself back together. Then, (and don't forget to do this!) talk to her a second time and get the Plain Badge and TM45 (Attract) from her. It is very easy to skip this step and leave the Gym without the Badge that you've fought so hard for.

Prizes

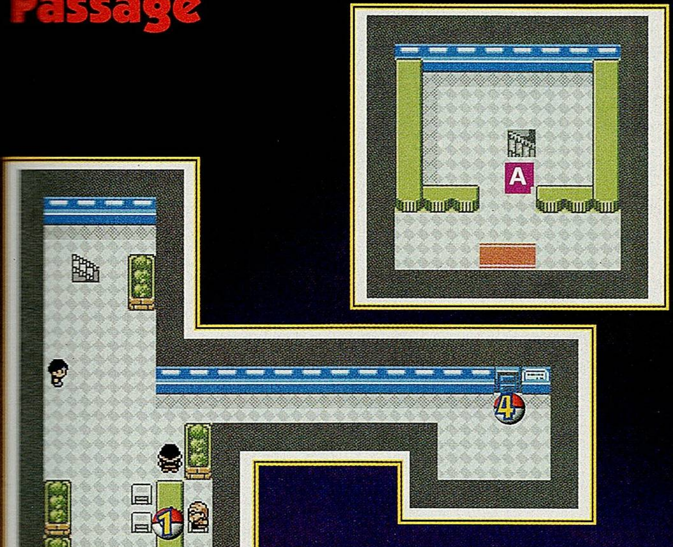
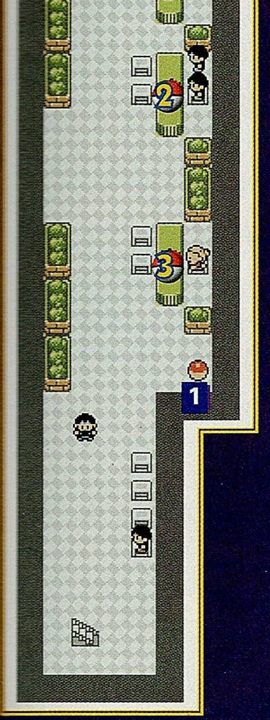
Plain Badge: Boosts all of your Pokémon's Speed and allows you to use HM04 (Strength) outside of battle.
TM45 (Attract): Causes opponent Pokémon of the opposite gender to fall in love with the casting Pokémon. Pokémon in love fail to attack 50% of the time!

Goldenrod City Underground

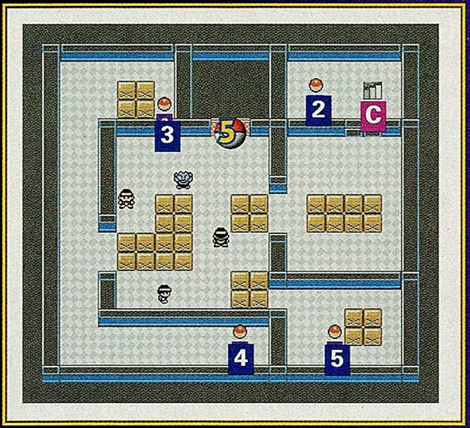
SUN. MON. TUES. WED. THURS. FRI. SAT.

The Underground in Goldenrod City is home to a variety of events. It is here that you will find the storerooms of the Department Store, lineups of battle-hungry trainers, and a couple of special shops. Don't overlook this unusual area when exploring Goldenrod City.

The Underground Passage

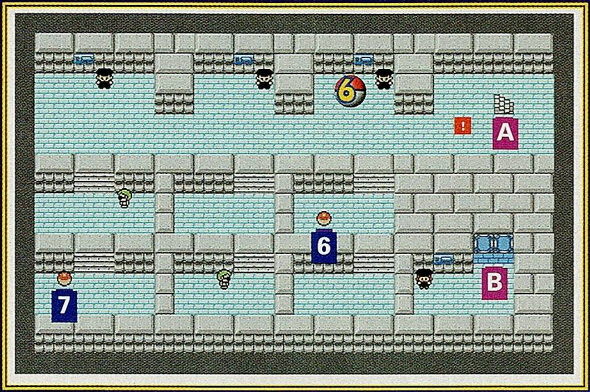
Floor B1: Department Store Basement



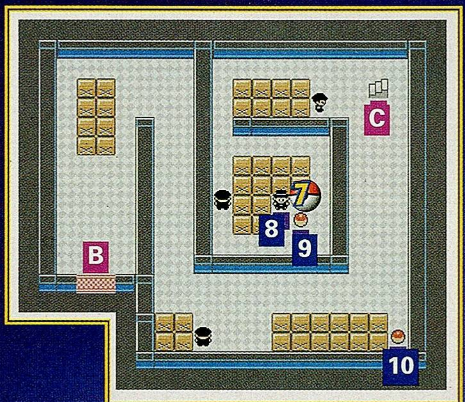
Items

1. Coin Case
2. Burn Heal
3. Amulet Coin
4. Ether
5. Ultra Ball
6. Smoke Ball
7. Full Heal
8. Card Key
9. TM35 (Sleep Talk)
10. Max Ether

Floor B2 (Part One)



Floor B2 (Part Two)



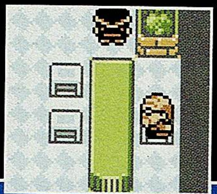
NOTE

Match the lettered boxes on the maps to see where a staircase or transporter will lead.

Trainer Information

Trainer's Name	Type	Pokémon 1	Pokémon 2	Pokémon 3	Pokémon 4	Pokémon 5
Donald	Pokémaniac	Slowpoke L10	Slowpoke L10	—	—	—
Issac	Pokémaniac	Lickitung L12	—	—	—	—
Eric	Super Nerd	Grimer L11	Grimer L11	—	—	—
Teru	Super Nerd	Magnemite L7	Voltorb L11	Magnemite L7	Magnemite L9	—
Grunt A	Team Rocket	Rattata L27	—	—	—	—
Grunt B	Team Rocket	Muk L23	Koffing L23	Rattata L25	—	—
Grunt C	Team Rocket	Koffing L24	Muk L24	—	—	—
Eddie	Burglar	Growlithe L26	Koffing L24	—	—	—
Duncan	Burglar	Koffing L23	Magmar L25	Koffing L23	—	—
Grunt D	Team Rocket	Gloom L25	Gloom L25	—	—	—
Grunt E	Team Rocket	Raticate L24	Golbat L24	—	—	—
Grunt F	Team Rocket	Grimer L26	Weezing L23	—	—	—
Grunt G	Team Rocket	Koffing L25	Koffing L25	—	—	—

1 The Underground is home to several small shops that only appear on certain days and at certain times. The Bargains Shop sells strange curios that may or may not interest you. This shop is open every Monday morning from 4 to 9 am.

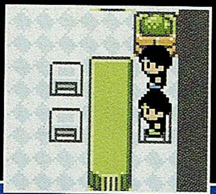


The Bargains Shop: Monday Mornings from 4 to 9am.

Bargains Shop

Nugget	₽4500
Pearl	₽4000
Big Pearl	₽8400
Stardust	₽4000
Star Piece	₽8400

2 The Haircut Brothers run a small Pokémon Salon in the Underground which is open 6 days a week (Tuesday through Sunday). The younger brother is still refining his skills and works on Sunday, Wednesday, and Friday. Because he's not that skilled yet, he only charges ₽300 to beautify a Pokémon of your choice. The older brother is a wonderful stylist and charges ₽500 for a haircut when he works on Tuesday, Thursday and Saturday. Haircuts make your Pokémon feel good about themselves and about having you for an owner. The only problem is that you can only give one of your Pokémon a haircut each day that the store is open. Bummer!

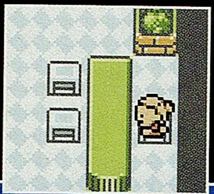


The Pokémon Salon: Open Tuesday through Sunday, 24 hours a day

Pokémon Salon

Older Haircut Brother	₽500
Younger Haircut Brother	₽300

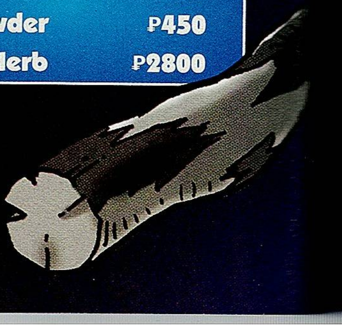
3 The old woman that runs the Herb Shop is infamous for her bitter-tasting remedies. Buy and use them with care because your Pokémon hate the way they taste and may hate you for giving them to them! The Herb Shop is open on Saturdays and Sundays.



The Herb Shop: Open Saturday and Sunday, 24 hours a day

Herb Shop

Energypowder	₽500
Energy Root	₽800
Heal Powder	₽450
Revival Herb	₽2800



4 If you take the Department Store elevator down to the basement (Floor B1), you'll find the employees there hard at work moving the stock around. They don't seem to mind if you pick up the stuff that's lying around on the floor. Every time you return you'll find new openings and new items to take. Three trips is all you'll need to make to clear out the warehouse!

5 To open the door here you need the Basement Key. You can get this item later in the game, once Team Rocket's taken over the Radio Tower. Just corner the Imposter Director and he'll hand it over!

6 The switch puzzle in this section of the Underground is pretty tricky to figure out on your own. However, once you defeat the Team Rocket Grunts, they'll tell you everything you need to know. The order to flip the switches is the opposite of the order in which you encounter them. In other words, turn them on in the following order: Switch 3 ➛ Switch 2 ➛ Switch 1. Once you get through the shuttered rooms, turn the Emergency Switch on and you can pass to the next room!

7 In the middle of this warehouse, you'll find the Director of the Radio Tower. Set him free and he'll reward you with the Card Key that you need to open up the right side of the Radio Tower. You can now finish running Team Rocket out of town! However, before you run back to the Radio Tower, take the stairs at Point B to the basement of the Department Store. You can pick up the Amulet Coin, a wonderful token which doubles the amount of money you receive in Trainer Battles. Just attach it to a Pokémon and be sure to use it in battle!

Rival Battle #4

Hold it!

It seems that your Rival is now stalking you. After three losses, you'd think he'd get a clue!

After that crushing defeat at Lance's hands, the last thing you'd expect is for your Rival to show up here while you are trying to rid Goldenrod City of Team Rocket. But you have to admire his persistence. Before you can rescue the Director, you are going to have to defeat your Rival once again.

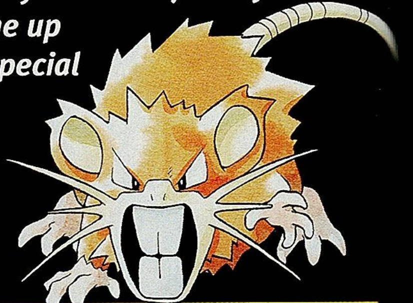
Battle Pokémon

Golbat	L30
Magnemite	L28
Haunter	L30
Sneasel	L32
Meganium, Typhlosion, or Feraligtr	L32

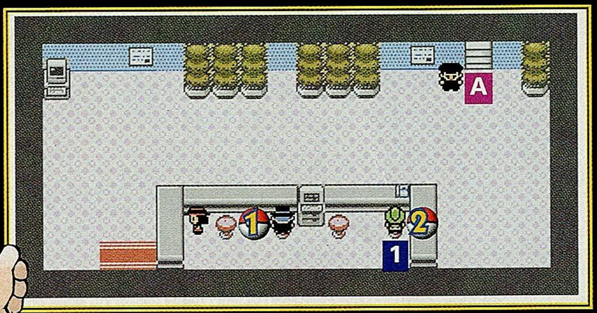
At this point in the game, with 7 Badges in your possession, you should be able to defeat your Rival without much thought. This time around his posse has grown from four Pokémon to five with the addition of the Dark/Ice Pokémon, Sneasel. Recommended move-types to use against his group include Electric, Fighting, Fire, and Psychic; all moves which your well-balanced team should have in their possession. If not, you'll just have to rely on brute strength and, since your Rival's Pokémon aren't much stronger than any of the Gym Leaders' you've defeated lately, you should have the advantage there.

Radio Tower

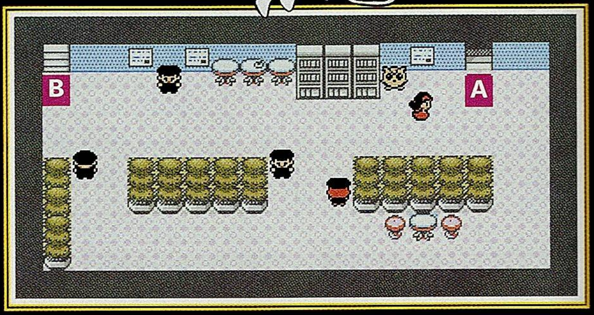
Goldenrod City's Radio Tower is home to many of Johto's most beloved radio shows. If you are a big fan of "Prof. Oak's Pokémon Talk" or the "Lucky Number Channel," you will definitely want to check this place out. Don't have a Radio Card? You can pick one up from the front desk if you can correctly answer the questions in their special quiz campaign. It's a shame, though, that access to the recording studios is restricted. I wonder what's going on with the Director?



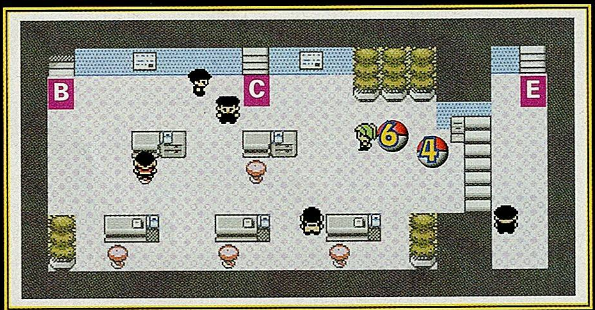
Floor 1



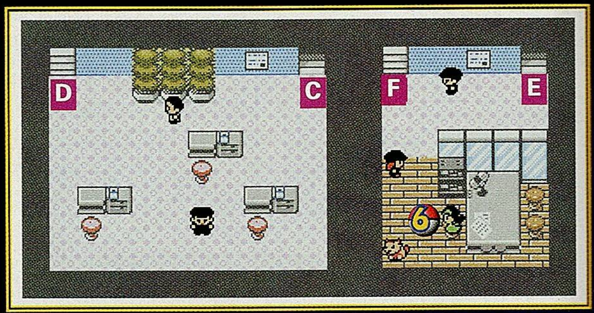
Floor 2



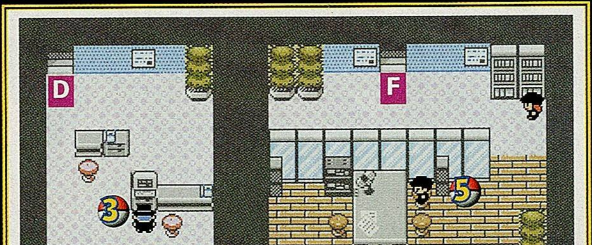
Floor 3



Floor 4



Floor 5

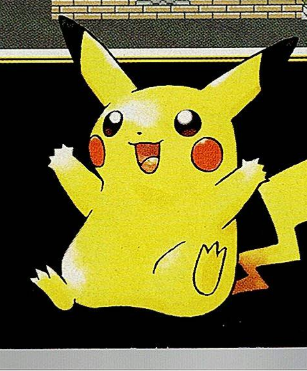


NOTE

Match the lettered boxes on the maps to see where a staircase or transporter will lead.

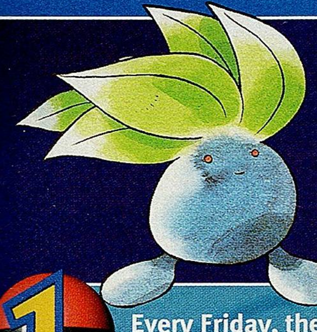
Items

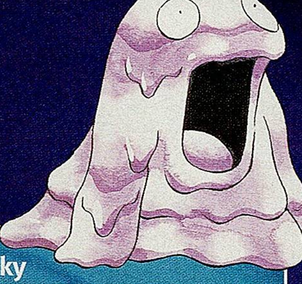
1. **Radio Card**
2. **TM11 (Sunny Day)**
3. **Pink Bow**
4. **Basement Key**
5. **Rainbow Wing (Gold)/Silver Wing (Silver)**

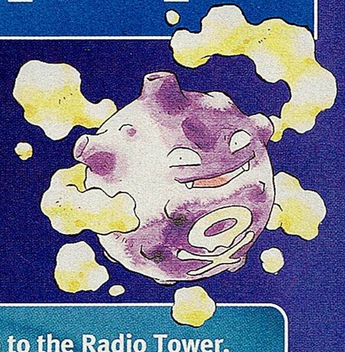


Trainer Information

Trainer's Name	Type	Pokémon 1	Pokémon 2	Pokémon 3	Pokémon 4	Pokémon 5	Pokémon 6
Grunt A	Team Rocket	Raticate L24	Raticate L24	—	—	—	—
Grunt B	Team Rocket	Arbok L26	—	—	—	—	—
Grunt C	Team Rocket	Rattata L21	Rattata L21	Rattata L23	Rattata L23	Rattata L23	—
Grunt D	Team Rocket	Zubat L26	Zubat L26	—	—	—	—
Grunt E	Team Rocket	Grimer L23	Grimer L23	Muk L25	—	—	—
Grunt F	Team Rocket	Weezing L26		—	—	—	—
Marc	Scientist	Magnemite L27	Magnemite L27	Magnemite L27	—	—	—
Grunt G	Team Rocket	Koffing L23	Grimer L23	Zubat L23	Rattata L23	—	—
Grunt H	Team Rocket	Zubat L22	Golbat L24	Grimer L22	—	—	—
Rich	Scientist	Porygon L30	—	—	—	—	—
Executive 1	Team Rocket	Koffing L30	Koffing L30	Koffing L30	Weezing L32	Koffing L30	Koffing L30
Grunt I	Team Rocket	Raticate L24	Koffing L26	—	—	—	—
Executive 2	Team Rocket	Golbat L36	—	—	—	—	—
Grunt J	Team Rocket	Ekans L21	Oddish L23	Ekans L21	Gloom L24	—	—
Executive 3	Team Rocket	Arbok L32	Vileplume L32	Murkrow L32	—	—	—
Executive 4	Team Rocket	Houndour L33	Koffing L33	Houndoom L35	—	—	—



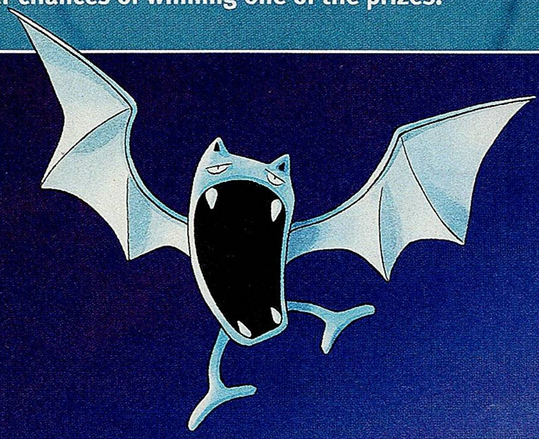




1 Every Friday, the "Lucky Number Channel" announces their new Lucky ID Number on the air. If you happen to be in the area, you should stop by the front desk and have the person there check to see if any of your Pokémon's ID Numbers match the one chosen. If two of the numbers match, you win a PP Up. Match three and you get an Exp. Share. If all 5 digits match the week's Lucky Numbers, you win the ultimate prize: a Master Ball! Be sure to trade Pokémon with a lot of people in order to increase your chances of winning one of the prizes.

2 During your first trip to the Radio Tower, be sure to take the quiz challenge offered by the woman at the front desk. The questions aren't that hard and you can re-enter as often as it takes to win the Radio Card.

3 Once you win your 7th Badge, you'll get a disturbing call about the status of the Radio Tower. It seems that Team Rocket has decided to take it over and is broadcasting an all-points bulletin to their missing leader, Giovanni. After the mess at the Lake of Rage, you will certainly want to put an end to their occupation in Goldenrod City. The first step in this quest is to find the Director. Unfortunately, he's not in his office as you were told. An Imposter is sitting at his desk instead! Corner him and find out where Team Rocket is holding the Director.



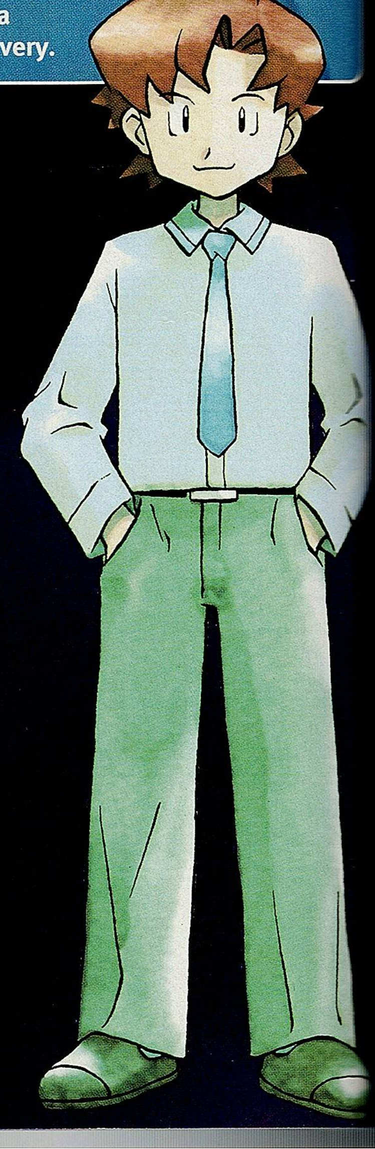
NOTE

As the game progresses, you'll notice more and more Team Rocket members congregating in Goldenrod City. Once they take over the Radio Tower, all activity in the rest of the city comes to a halt as their reinforcements block streets and access to many of your favorite venues. Once you foil this latest scheme, Goldenrod City will return to normal.

4 Once you free the Director from his cell in the Underground, you can open this locked door with the Card Key he gives you as a reward. Just think! Only five more Trainer battles until the Radio Tower and Goldenrod City are free again!

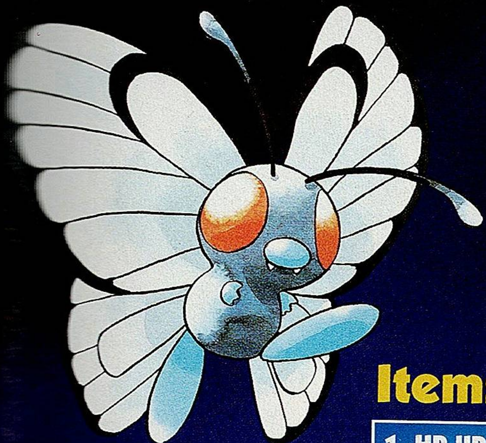
5 Your final battle against Team Rocket is against one of their top Executives. Defeat him and the Director will return with an invaluable prize: one of the feathers you need to catch one of the new Legendary Birds, Lugia and Ho-Oh. If you are playing the *Gold* version, you'll get the Rainbow Wing which grants you access to the Tin Tower in Ecruteak City and summons Ho-Oh to the tower's roof. If you are playing the *Silver* version, you win the Silver Wing. This summons Lugia to its special chamber deep within the Whirl Islands.

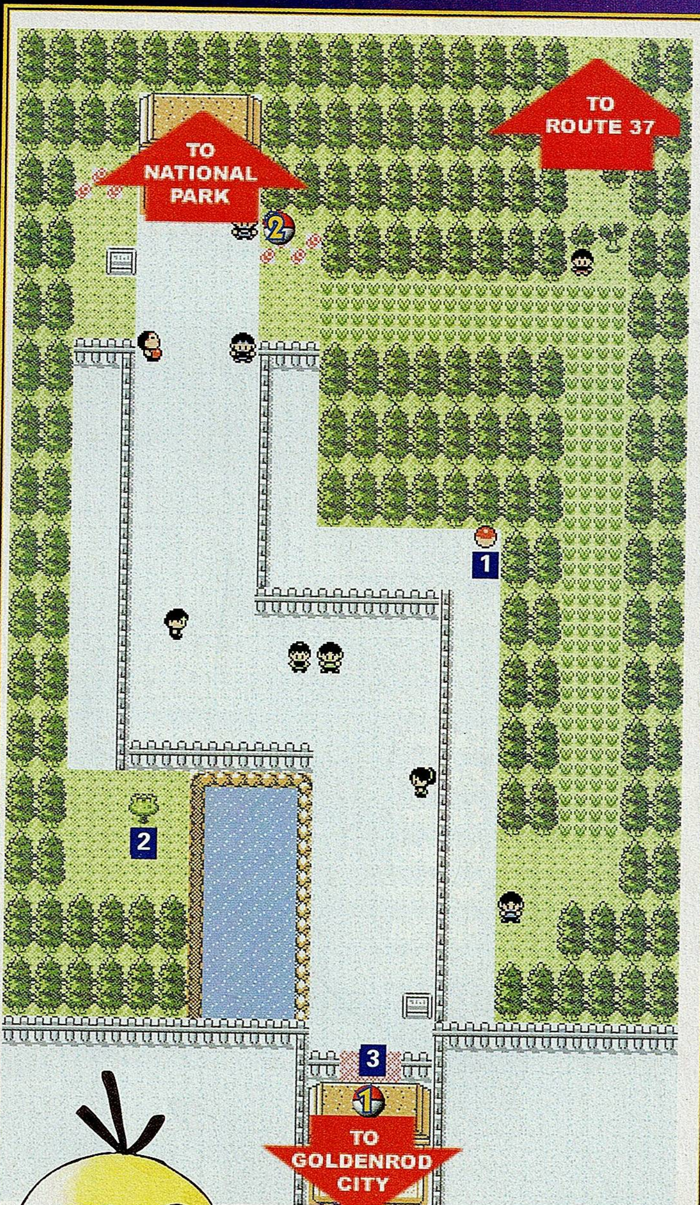
6 As you make your way back down the Radio Tower, be sure to talk to the employees that you saved from Team Rocket. Most of them will give you a reward for your bravery.



Route 35

Route 35 lies north of Goldenrod City and leads to the restful National Park, home of Relaxation Square and the Bug-Catching Contest. It's a pretty short road, but it's lined with Trainers waiting to challenge you. If you're having problems defeating Whitney at the Goldenrod City Gym, this is a good place to level up your Pokémon.



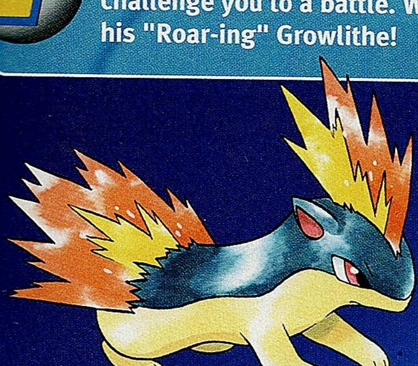


Items

1. HP UP
2. Mysteryberry
3. TM04 (Rollout)

1 Talk to the attendant in the Goldenrod City–Route 35 gatehouse and he'll ask you to deliver a message to his sleepy friend on Route 31, just outside Violet City. You must have room in your active party for the messenger Pokémon he gives you. After you deliver the message to his friend, you'll receive TM50 (Nitemare) from him as a reward. The next time you're in the gatehouse, let the attendant know your delivery was successful to get TM04 (Rollout), as well.

2 When you talk to this Guard at nite, he'll challenge you to a battle. Watch out for his "Roar-ing" Growlithe!



Wild Pokémon

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Abra			Abra		
Ditto			Ditto		
Drowzee			Drowzee		
		Hoothoot			Hoothoot
Nidoran ♀			Nidoran ♀		
Nidoran ♂			Nidoran ♂		
Pidgey			Pidgey		
Golduck			Golduck		
Magikarp			Magikarp		
Poliwag			Poliwag		
Psyduck			Psyduck		

NOTE

Don't forget! You can find other Pokémon in the grasses along Route 35!

Trainer Information

Trainer's Name	Type	Pokémon 1	Pokémon 2	Pokémon 3	Pokémon 4
Kim	Picnicker	Vulpix L15	—	—	—
Elliot	Camper	Sandshrew L13	Marill L15	—	—
Brooke	Picnicker	Pikachu L16	—	—	—
Ivan	Camper	Diglett L10	Zubat L10	Diglett L14	—
Irwin*	Juggler	Voltorb L2	Voltorb L6	Voltorb L10	Voltorb L14
Walt	Firebreather	Magmar L11	Magmar L13	—	—
Arnie*	Bug Catcher	Venonat L15	—	—	—
Bryan	Bird Keeper	Pidgey L12	Pidgeotto L14	—	—
Keith**	Guard	Growlithe L14	Growlithe L14	—	—

*After your victory, ask this Trainer for his or her phone number!

**Talk to this Guard at nite to get him to battle with you!

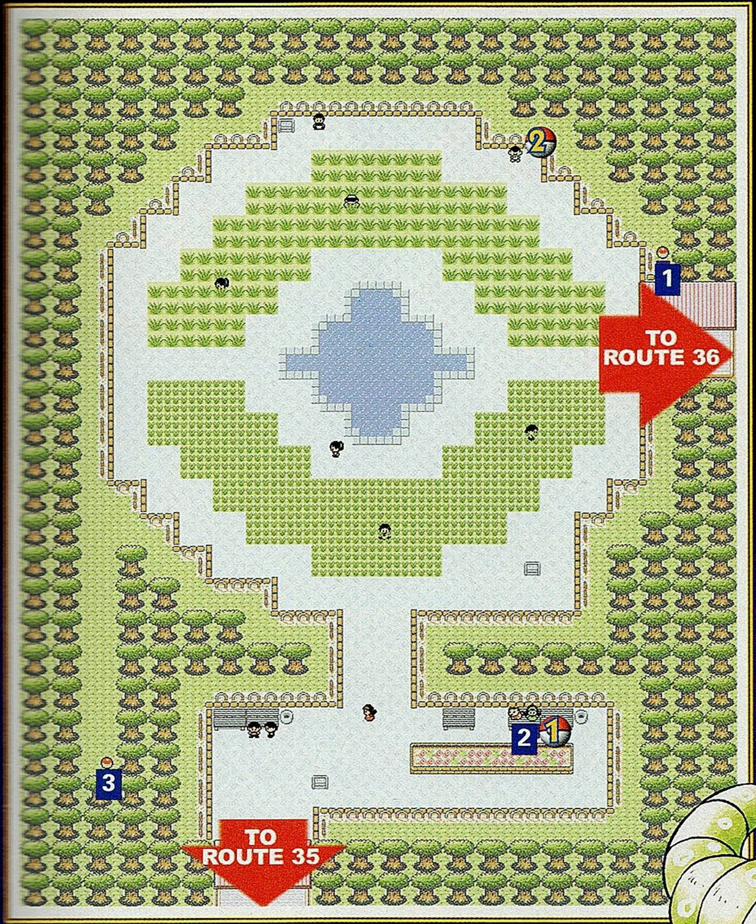
Can you do a guy a favor?

Go ahead, do this favor! The rewards are well worth it!

National Park

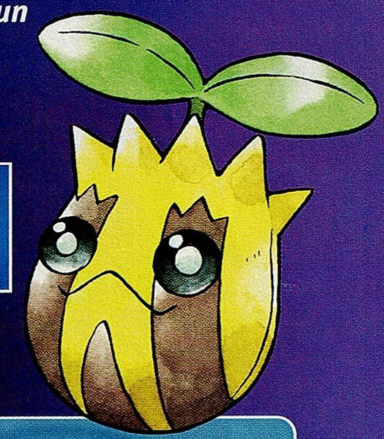
TUES. THURS. SAT. ☎

This shady, relaxing park is the best place to pick up Bug Pokémon and the new Sunkern. It's also the site of the Bug-Catching Contest, where you can compete against other Trainers to catch the biggest and best bug in the park. Winners take home the rare Sun Stone; others take home at least a Berry.



Items

1. **Parlyz Heal**
2. **Quick Claw**
3. **TM28 (Dig)**



1 Talk to the Teacher on the bench to get the Quick Claw token. Attach this to your favorite Pokémon to increase its chance of striking first in battle. This advantage can come in very handy, so don't lose this token in your Backpack!

2 Find this hole in the fence to slide through easily and get the goodies on the other side!

Wild Pokémon

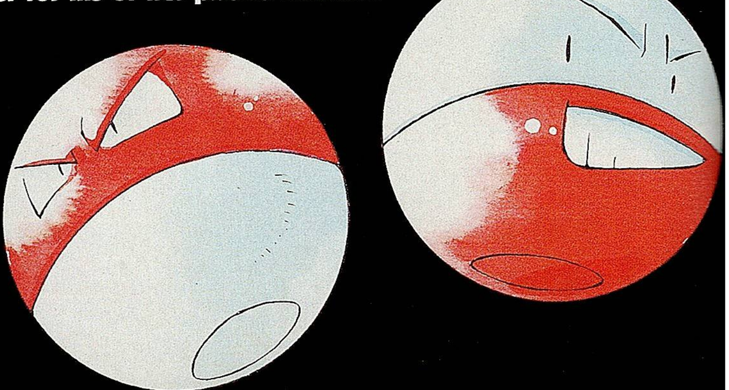
Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Caterpie	Caterpie				
	Sunkern			Sunkern	
		Hoothoot			Hoothoot
			Kakuna	Kakuna	
Metapod	Metapod				
Pidgey	Pidgey		Pidgey	Pidgey	
			Weedle	Weedle	

Trainer Information

Trainer's Name	Type	Pokémon 1	Pokémon 2	Pokémon 3	Pokémon 4
Beverly*	Poké Fan	Snubbull L14	—	—	—
Krise	Lass	Oddish L12	Cubone L15	—	—
William	Poké Fan	Raichu L14	—	—	—
Jack*	Schoolboy	Oddish L12	Voltorb L15	—	—

*After your victory, ask this Trainer for his or her phone number!

Don't let the boy distract you so that you miss this opportunity to explore!



The Bug-Catching Contest

On Tuesdays, Thursdays, and Saturdays, the Bug-Catching Contest takes place in National Park. This contest pits you against Bug Catchers and Elite Trainers in a race to see who can capture the biggest and best Bug in the park. It works this way:

You can take one Pokémon into the park with you, so choose wisely. While you're in the park you can't heal that Pokémon, so make sure the one you choose is strong and durable. Move(s) your chosen Pokémon to the top of your list, and then talk to the attendant at either park entrance. If you decide to use any other Pokémon, you'll get a chance to make the appropriate changes and talk to the attendant again when you're ready.

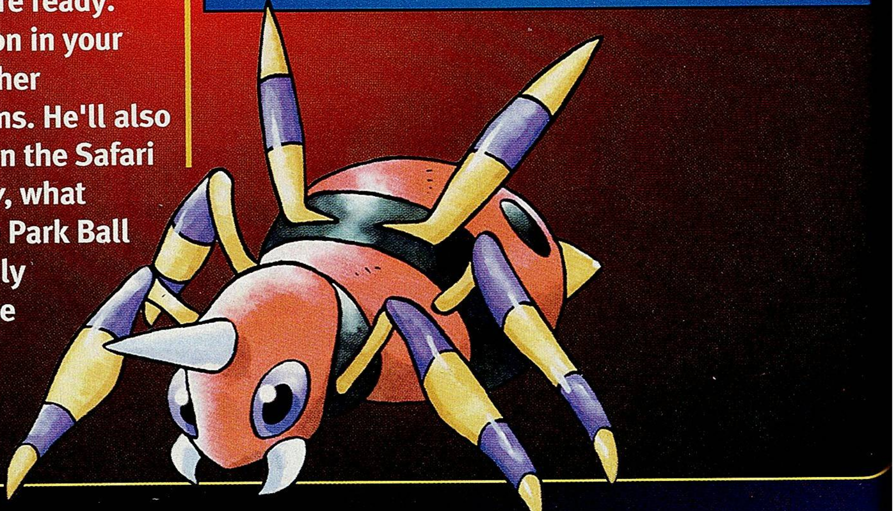
If you have more than one Pokémon in your party, the attendant will store your other Pokémon, as well as most of your Items. He'll also give you 20 Park Balls. If you played in the Safari Zone in *Pokémon Red*, *Blue*, or *Yellow*, what happens next will sound familiar. The Park Ball is a generic Poké Ball you may use only during the Bug-Catching Contest. Once you're inside the park, you have 20 minutes to find and capture the best bug you can.

The contest ends when...

- * your Pokémon faints.
- * time runs out.
- * your supply of Park Balls runs out.
- * you leave the park.

At the end of the contest, everyone convenes in the eastern gatehouse to learn the results. Winners receive the following prizes:

First Place:	Sun Stone
Second Place:	Everstone
Third Place:	Gold Berry
Consolation Prize:	Berry



Tips for Winning the Bug-Catching Contest

Play through your first Bug-Catching Contest and you'll have an idea of what it takes to win a prize. There are a lot of Pokémon in the park but few will get you a first-place score. The only Pokémon even close to being sure things are Pinsir and Scyther. If you can catch a L14 (and they appear very, very rarely!), you're virtually guaranteed first place. If you're after the Sun Stone, make that your initial goal!

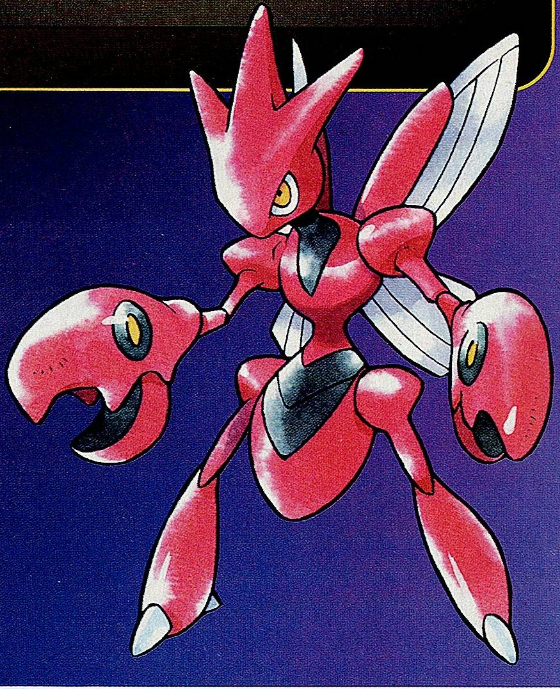
Another deciding factor is your chosen Pokémon's condition. The less damaged your entry, the better your score. Bring in a high-level Pokémon equipped with a Sleep-inducing move such as Lovely Kiss, Sleep Powder, and the like and put your target Pokémon to Sleep during the first round before you attempt to catch it with Park Balls!

Here are more tips and ideas:

- Concentrate on searching the taller grass on the north side of the park instead of the short grass to the south. The better Pokémon prefer to hide in those long blades of grass.
- If you can't find a L14 Pinsir or Scyther, consider capturing a L15 Butterfree or Beedrill. Once in a while, one of those will manage a victory if the competition has an off day.
- If you're trying to complete your PokéDex, use the Bug-Catching Contest to capture any Bug Pokémon that don't normally appear in your version of the game. For example, if you're playing the Gold version, you can pick up Weedle, Kakuna, and Beedrill here.

Wild Pokémon

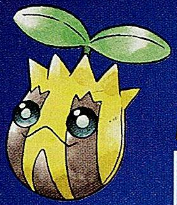
Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Beedrill			Beedrill		
Butterfree			Butterfree		
Caterpie			Caterpie		
Kakuna			Kakuna		
Metapod			Metapod		
Paras			Paras		
Pinsir			Pinsir		
Scyther			Scyther		
Venonat			Venonat		
Weedle			Weedle		



Pokémon Sighting!

In the grasses of National Park you can find another new kind of Pokémon. This one looks like a sprouting seed and is appropriately called Sunkern. Here's more information:

#191 Sunkern



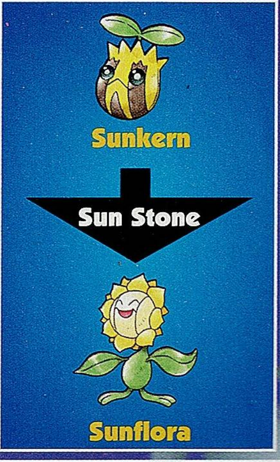
Basic Information

Type:	Grass
Height:	1'0"
Weight:	4 lb.

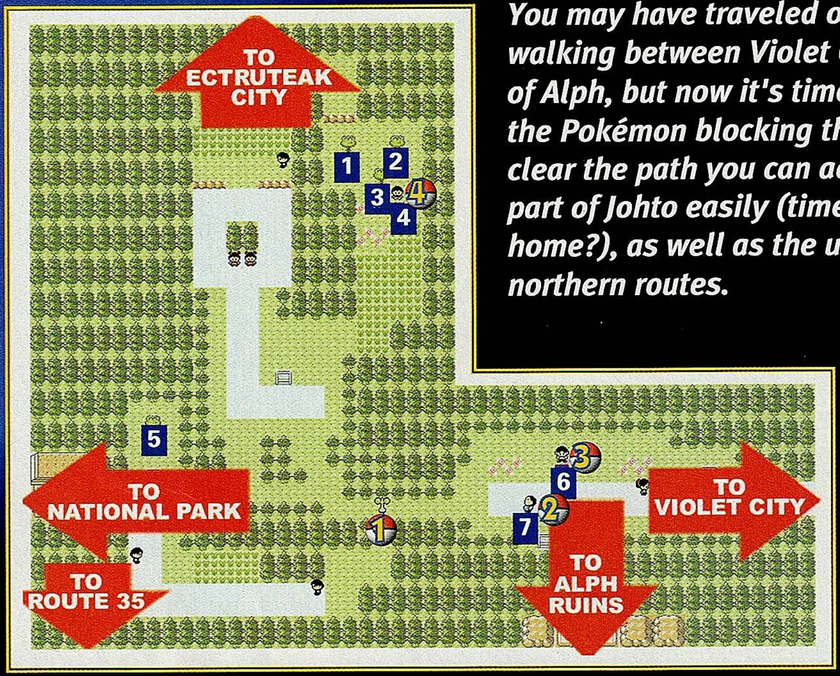
Moves

Absorb	Default
Growth	L4
Mega Drain	L10
Sunny Day	L19
Synthesis	L31
Giga Drain	L46

Evolution Information



Routes 36 and 37



You may have traveled on Route 36 while walking between Violet City and the Ruins of Alph, but now it's time to take care of the Pokémon blocking the way. After you clear the path you can access the eastern part of Johto easily (time for a trip home?), as well as the unexplored northern routes.

Items

1. **RED Apricorn**
2. **BLU Apricorn**
3. **BLK Apricorn**
4. **Magnet (only on Sundays)**
5. **Ice Berry**
6. **Hard Stone (only on Thursdays)**
7. **TM08 (Rock Smash)**

Wild Pokémon (Route 36)

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Growlithe					
		Hoothoot			Hoothoot
Nidoran ♀			Nidoran ♀		
Nidoran ♂			Nidoran ♂		
Stantler			Stantler		
Pidgey			Pidgey		
			Vulpix		
Water Sudowoodo with the Squirtbottle; then capture in battle					

Wild Pokémon (Route 37)

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Growlithe					
		Hoothoot			Hoothoot
		Spinarak			
Stantler			Stantler		
	Pidgeotto			Pidgeotto	
Pidgey			Pidgey		
			Ledyba		
			Vulpix		

Routes 36 and 37

Trainer Information

Trainer's Name	Type	Pokémon 1	Pokémon 2	Pokémon 3
Mark	Psychic	Abra L13	Abra L13	Kadabra L15
Alan*	Schoolboy	Tangela L16	—	—
Ann & Anne	Twins	Clefairy L16	Jigglypuff L16	—
Greg	Psychic	Drowzee L17	—	—

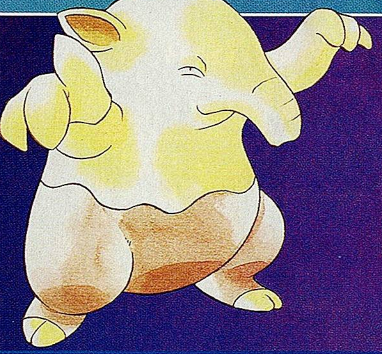
*After your victory, ask this Trainer for his or her phone number!

1 To get this tree-like Pokémon to move(s) out of the way, you'll need the Squirtbottle from Goldenrod City. Squirt the Pokémon with water and it will attack you immediately—your one and only chance to capture a Sudowoodo. You don't want to waste this opportunity, so be sure to save your game before starting the battle. Defeating or capturing the Sudowoodo remove(s)s it from the path and allows you to continue your travels.

2 Before you head north to Ecruteak City, talk to the man directly to the right of where the Sudowoodo used to stand. Clearing the road of that weird tree impressed him; to show his appreciation, he gives you TM08 (Rock Smash). Rock Smash, like the Headbutt move, is another of those moves that has a use outside of battle. Rock Smash lets you destroy rocks that have already started breaking apart. Breaking such boulders helps you clear paths, and you might just release a Krabby or other Pokémon.

3 If it's Thursday, it's time to search for Arthur of Thursday on Route 36. Arthur gives away the Hard Stone token, which increases the strength of a Pokémon's Rock-type moves.

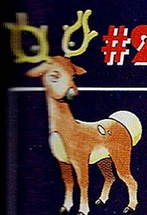
4 On Sundays, you'll find Sunny of Sunday hanging around the Apricorn trees on Route 37. Sunny gives you the Magnet token if you remember to look for her. The Magnet, when attached to a Pokémon, increases the strength of Electric-type moves.



Pokémon Sighting!

Routes 36 and 37 are good places to find new Pokémon. Not only do you have the chance of catching the rare Sudowoodo, you also can find the majestic Stantler munching the long grasses.

#234 Stantler



Basic Information

Type:	Normal
Height:	4'7"
Weight:	157 lbs.

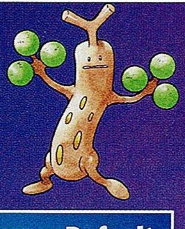
Moves

Tackle	Default
Leer	L8
Hypnosis	L15
Stomp	L23
Sand-Attack	L31
Take Down	L40
Confuse Ray	L49

Evolution Information

Stantler

#185 Sudowoodo



Basic Information

Type:	Rock
Height:	3'11"
Weight:	84 lbs.

Moves

Rock Throw	Default
Mimic	Default
Flail	L10
Low Kick	L19
Rock Slide	L28
Faint Attack	L37
Slam	L46

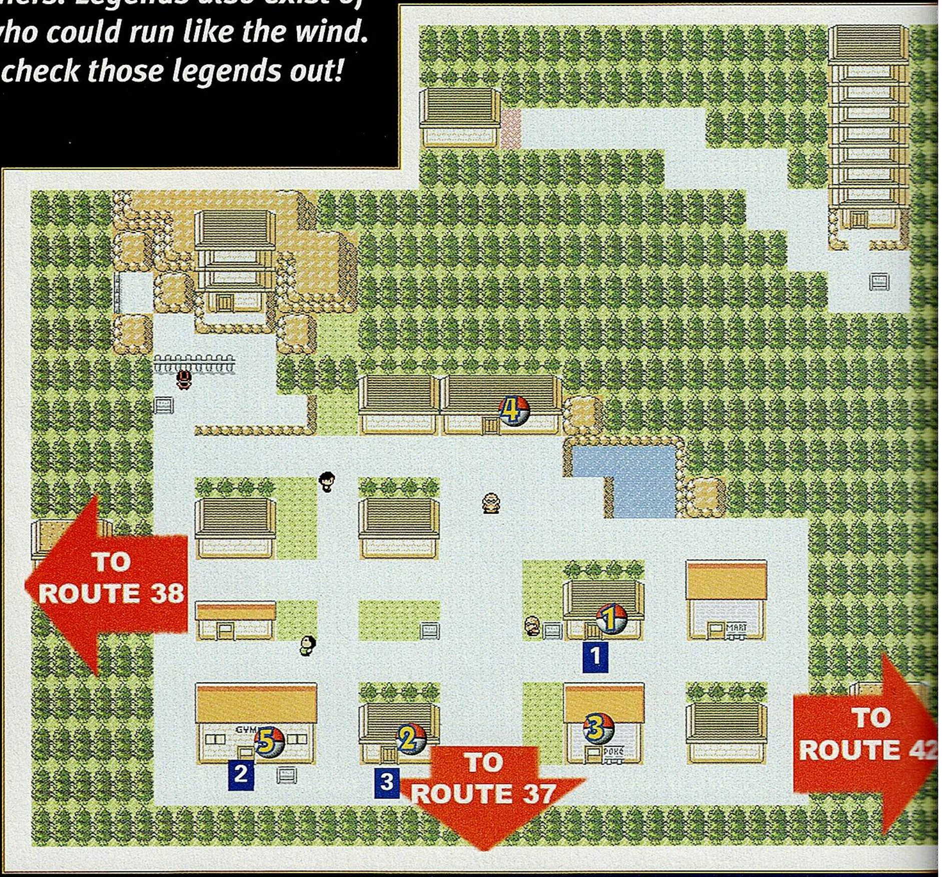
Evolution Information

Sudowoodo

Ecruteak City

The City of Ecruteak is known for two things—its affection for the traditions of the past and its status as the former home of several Legendary Pokémon. Once upon a time, two Legendary Bird made their homes in Ecruteak City, roosting on the peaks of the two towers in the northeast and northwest corners of the city. When one of the towers burned down, both birds took off, never to be seen again.

However, some people claim to have seen them still living today and talk about the magical powers of their feathers. Legends also exist of three Legendary Pokémon who could run like the wind. Perhaps it would be wise to check those legends out!



Items

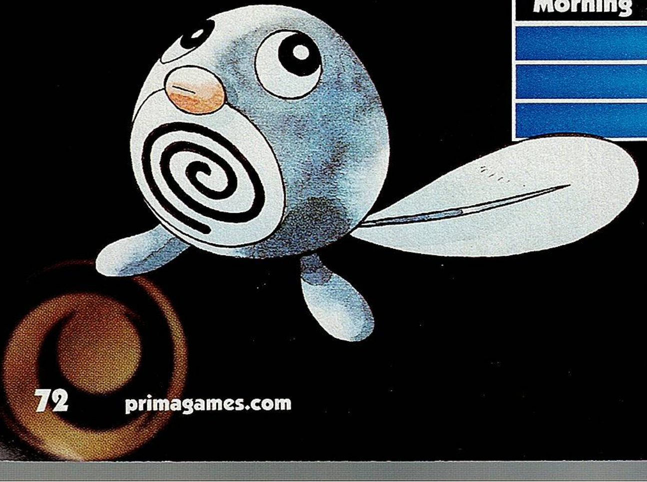
1. HM03 (Surf)
2. Fog Badge, TM30 (Shadow Ball)
3. ItemFinder

Pokémon Mart

Poké Ball	P200
Great Ball	P600
Potion	P300
Super Potion	P700
Antidote	P100
Parlyz Heal	P200
Awakening	P250
Burn Heal	P250
Ice Heal	P250
Revive	P1500

Wild Pokémon

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Magikarp			Magikarp		
Poliwag			Poliwag		
Poliwhirl			Poliwhirl		



Ecruteak City

Trainer Information: Ecruteak Dance Theater

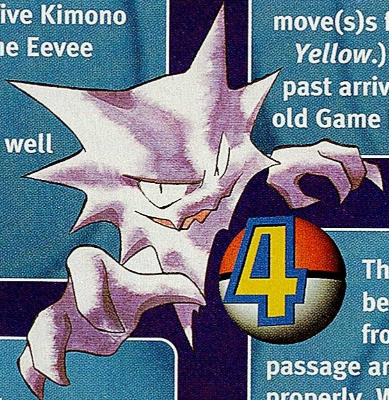
Trainer's Name	Type	Pokémon
Naoko	Kimono Girl	Flareon L17
Sayo	Kimono Girl	Espeon L17
Zuki	Kimono Girl	Umbreon L17
Kuni	Kimono Girl	Vaporeon L17
Miki	Kimono Girl	Jolteon L17

Trainer Information: Ecruteak City Gym

Trainer's Name	Type	Pokémon 1	Pokémon 2	Pokémon 3	Pokémon 4	Pokémon 5
Ping	Sage	Gastly L16	Gastly L16	Gastly L16	Gastly L16	Gastly L16
Grace	Medium	Haunter L20	Haunter L20	—	—	—
Jeffery	Sage	Haunter L22	—	—	—	—
Martha	Medium	Gastly L18	Haunter L20	Gastly L20	—	—
Morty	Gym Leader	Gastly L21	Haunter L21	Gengar L25	Haunter L23	—

1 Think of Ecruteak City as the place where you learned to Surf! It seems strange that you could learn such a move in a traditional village such as this, surrounded by trees and little water, but it's true.

Start by winning HM03 (Surf) from the owner of the Ecruteak Dance Theater. Your challenge is to take on his troupe of five Kimono Girls, who all carry a single form of the Eevee Pokémon. Defeat all five (an easy task!) and the owner will surrender HM03 with no argument. See? You're well on your way to Surfing stardom! All you need now is the Fog Badge and a Pokémon who can swim.



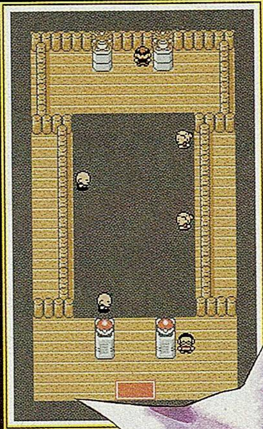
2 Talking to the boy in this house earns you a helpful tool—the ItemFinder. This piece of equipment alerts you to any hidden treasure in the area. It doesn't work automatically, though (you must pull it out of your Backpack's Key Item slot and use it); nor does it pinpoint the Item itself (you must search every tile in the area indicated). You can, however, assign this tool to SELECT so you can use it more easily. In most cases you can find some informed soul who'll tell you whether an area has many hidden Items. Test this in the Burned Tower and see what you think!

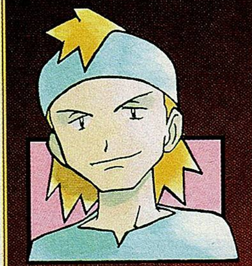
3 Stop into the Ecruteak City Pokémon Center for some good news: Bill has finished adjusting the Time Capsules and tomorrow they'll be ready to use! The Time Capsule allows you to transfer Pokémon between *Pokémon Red*, *Blue*, and *Yellow* and *Pokémon Gold* and *Silver*. (But you can't transfer new Pokémon or old Pokémon with new move(s)s from *Gold* and *Silver* to *Red*, *Blue*, or *Yellow*.) It's said that Pokémon transferred from the past arrive bearing gifts. Maybe you should find your old Game Pak and give it a try?

4 The entrance to the Tin Tower lies hidden beneath this building. You need the Fog Badge from the Ecruteak City Gym to enter the passage and the Rainbow Wing to enter the Tin Tower properly. Why is the Tower shrouded in such secrecy?

5 The Ecruteak City Gym is home to Morty and his gang of Mediums and Sages. Their Pokémon of choice are from the Ghost family, known for their total resistance to all Normal-type attacks. But these aren't the only ghosts you face at the Ecruteak City Gym! The floors themselves have taken on a ghostly quality and have all but disappeared. If you defeat the Trainers, they may give away the Gym's secret!

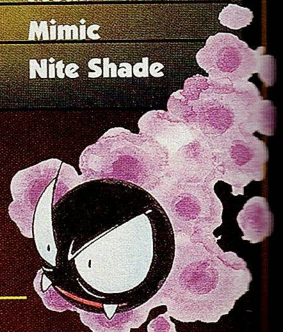
Gym Leader Battle: Morty of the Ecruteak City Gym





Battle Pokémon

Gastly ♂ L21	Haunter ♂ L21	Gengar ♂ L25	Haunter ♂ L23
Lick	Hypnosis	Hypnosis	Spite
Spite	Mimic	Shadow Ball	Mean Look
Mean Look	Curse	Mean Look	Mimic
Curse	Nite Shade	Dream Eater	Nite Shade



Recommended Pokémon Type

Ground

Psychic

Prizes

Fog Badge: Makes Pokémon up to L50 obey you; allows you to use HM03 (Surf) outside of battle.

TM30 (Shadow Ball): Combines a Normal attack with the 20-percent possibility of reducing the opponent's SP Defense by a point.

Before you can challenge Morty, you must find the hidden path through the Gym. Talk to the Trainers after you defeat them and they'll tell you the path lies right before their eyes. Think about it, and everything should become clear. Furthermore, if you can defeat the Trainers' Ghost Pokémon, you can probably take out Morty's party pretty easily. Ghost Pokémon, such as the Gastly family used here, tend to follow one of two patterns: They use "moves" such as Hypnosis and Lick to immobilize your Pokémon, or an attack such as Mean Look to prevent your Pokémon from fleeing. This causes you to sacrifice attack turns to heal your Pokémon while the opposition continues to attack and damage. Watch out for combos like Hypnosis–Dream Eater and take some Full Heals or Awakening potions with you, just in case.

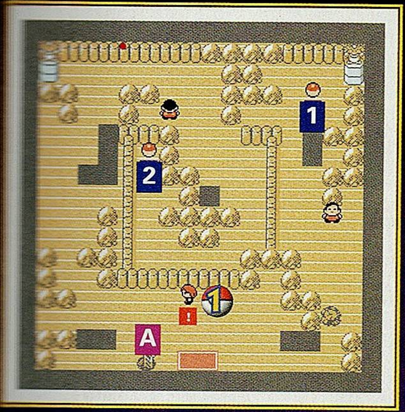
The trendy new move(s) for Ghost-type Pokémon is the unusual Curse. This move sacrifices half the caster's HP in return for Cursing the opponent Pokémon. A Cursed Pokémon loses HP much the way a Poisoned or Burned Pokémon does—a little at the end of each round. The difference is you can't cure a Curse! Used with Mean Look, this move can prove fatal to your attacking Pokémon.

The good news is that Curse is usually more of a help than a hindrance. Anytime an opponent's Pokémon inflicts damage on itself without costing you an attack is good. Build on it and you won't notice the effects of Curse on your own Pokémon. And don't forget that the entire Gastly clan includes Poison-type Pokémon in addition to Ghost types. Psychic- and Ground-type attacks are very effective against them. (But remember that Ghost-type attacks are strong against Psychic Pokémon.)

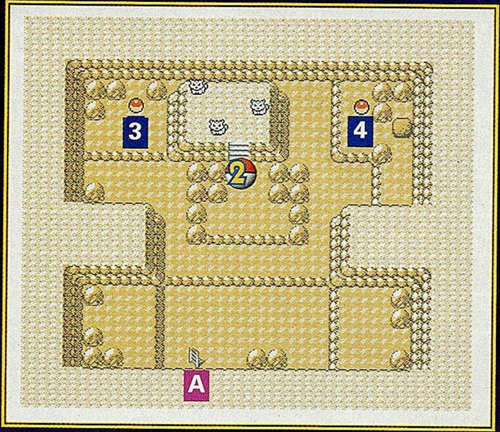
Burned Tower

This tower, which burned to the ground in a mysterious fire, was once home to one of Johto's Legendary Birds. Now the remains are home to Trainers well versed in the lore of Fire Pokémon (as well as unconfirmed rumors of other Legendary Pokémon, hidden from the public eye).

Floor 1F



Floor B1



Items

1. Burn Heal
2. X Speed
3. HP Up
4. TM20 (Endure)

1 It's that time again! Your Rival, drawn by the rumors of Legendary Pokémon, lies in wait at the entrance to the Burned Tower, ready to challenge you again. I hope you remembered to visit the Pokémon Center before you came here!

NOTE

Match the lettered boxes on the maps to see where a staircase or transporter will lead.

2 If you don't have a Pokémon equipped with TM08 (Rock Smash), you have no chance of finding this tower's true treasure. When you jump down the hole in the center of Floor 1F, you end up in front of the immobile statues of the three Legendary Pokémon—Raikou, Suicune, and Entei. Move too close and these statues will come to life and make a run for it! You can't battle any of them here, but bringing them to life does give you the chance to find them hiding in the long grass around the Johto Region. See the Sealed Section for tips on how to hunt down and capture these elusive Pokémon!

Trainer Information

Trainer's Name	Type	Pokémon 1	Pokémon 2	Pokémon 3	Pokémon 4
Ned	Firebreather	Koffing L15	Growlithe L16	Koffing L15	—
Dick	Firebreather	Charmeleon L17	—	—	—

Wild Pokémon (Floor 1F)

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Koffing			Koffing		
Raticate			Raticate		
Rattata			Rattata		
Zubat			Zubat		

Wild Pokémon (Floor B1)

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Koffing			Koffing		
Magmar			Magmar		
Rattata			Rattata		
Zubat			Zubat		

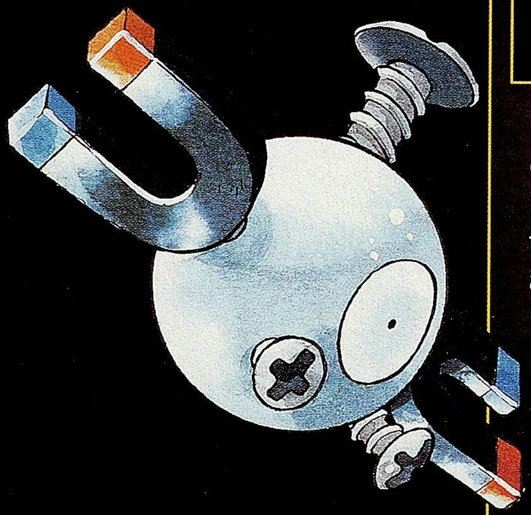
When you approach the Legendary Pokémon, they come to life and escape before you can do anything.

Rival Battle #3

…Oh, it's you.

Your Rival has decided that, as the World's Greatest Trainer, he should have one of the Legendary Pokémon on his team. Could he be more delusional?

For this third Rival Battle, your Rival has added a new Pokémon to his arsenal—the tiny Magnemite. In *Pokémon Gold* and *Silver*, this Pokémon's type has changed from Electric to both Electric and Steel, increasing its resistance to many move types. However, the hot blast of a Fire-type attack or the rumble of a Ground-type attack will take out this new foe easily. The rest of your Rival's party is unchanged, and you'll find that your Rival's tactics remain the same, as well. Take him out as you would any normal Trainer!



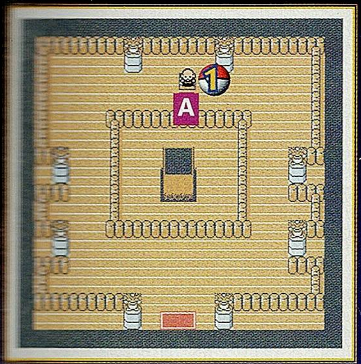
Battle Pokémon

Haunter	L20
Magnemite	L18
Zubat	L20
Bayleef, Croconaw, or Quilava	L22

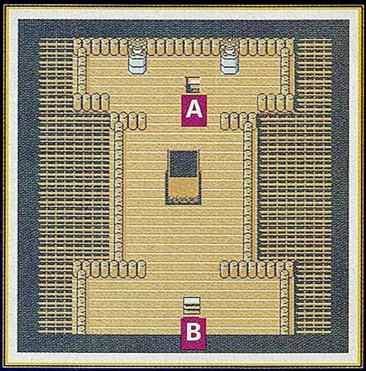
Tin Tower

The Tin Tower is home to one of the two new Legendary Birds, the phoenix-like Ho-Oh. To capture this noble Pokémon, you'll need the Rainbow Wing. If you're playing the Gold version of the game, you'll get this Item after you free the Radio Tower in Goldenrod City from the evil plots of Team Rocket. If you're playing the Silver version, you'll have to wait until you get to Pewter City in Kanto and talk to a certain old man on the street. If you don't have the Rainbow Wing, don't even bother stopping by: the entrance is blocked!

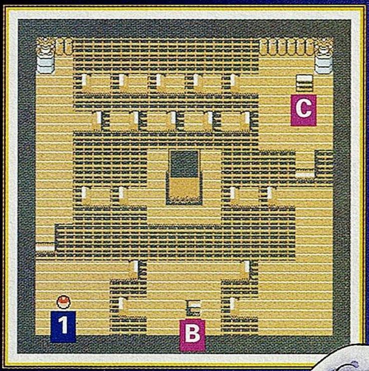
Floor 1F



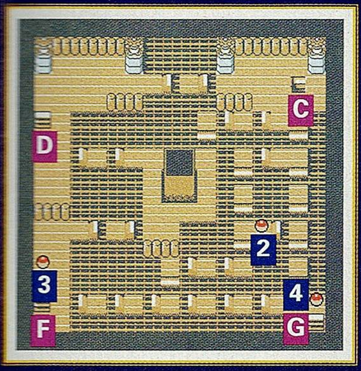
Floor 2F



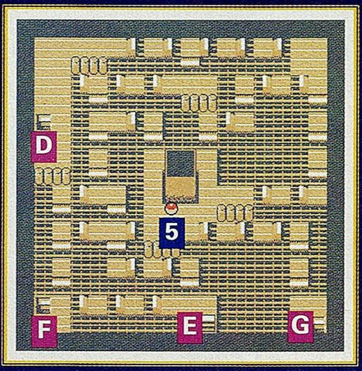
Floor 3F



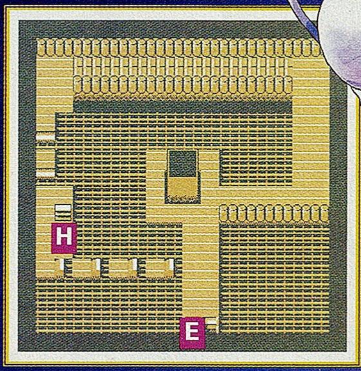
Floor 4F



Floor 5F



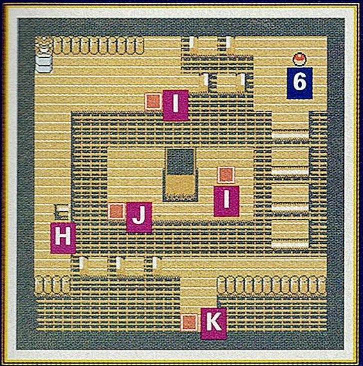
Floor 6F



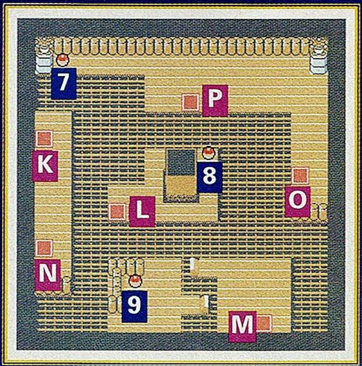
Items

1. Full Heal
2. Ultra Ball
3. Escape Rope
4. Super Potion
5. Rare Candy
6. Max Revive
7. Full Restore
8. Max Elixir
9. Nugget

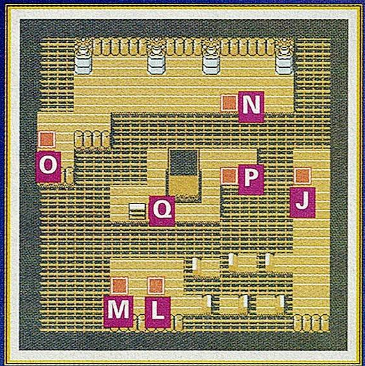
Floor 7F



Floor 8F

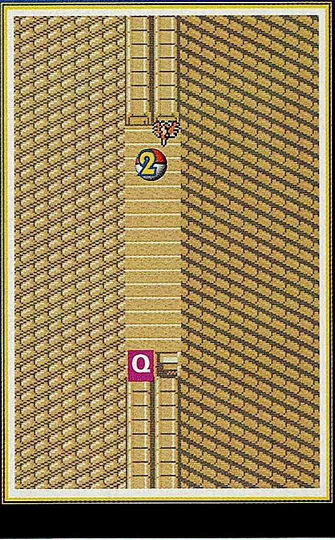


Floor 9F



NOTE Match the lettered boxes on the maps to see where a staircase or transporter will lead.

Floor 10F



1 If you don't have the Rainbow Wing in your possession, this is as far as you can go in the Tin Tower. Talking to the gentleman blocking your way, however, will give an idea of how the Wing Items work. These feathers lure the Pokémon they once belonged to back to their nests. Without the appropriate Wing, you can't convince these Legendary Birds to land!

NOTE

If you're having problems getting to the top of the tower, check out the map solutions in the Sealed Section of this book.

2 Once the Rainbow Wing is stored in your Backpack and you've found your way through the tangled mass of ramps and teleporters inside Tin Tower, you end up on the roof staring at the rainbow-colored wings of Ho-Oh. Stop and save your game right now, before you get any closer to this magnificent, one-of-a-kind bird.

If you attempted to catch any of the Legendary Birds in Pokémon Red, Blue, or Yellow, you have a pretty good idea of how to approach this battle. Basically, you'll need to stock up on Poké Balls before you enter the Tower. You may use the Master Ball from Prof. Elm, if you like, or any of the regular Balls. Great Balls are less expensive than Ultra Balls and seem to work just as well. The catch is you need about 50 of them, and a few Pokémon at or above L40 with moves that cause Sleep, Paralysis, and reduce Accuracy.

Expect a long battle, unless you get really lucky. Ho-Oh will heal itself whenever it needs to. Ho-Oh's level and other types of moves depend on the version of the game you're playing. If you are playing Gold, Ho-Oh is at L40 when you encounter it; in Silver, it's at L70. Plan accordingly.

Start the battle casting a move such as Flash, to reduce Ho-Oh's Accuracy, again and again until the casting Pokémon faints or the move no longer has any effect. This helps neutralize some of Ho-Oh's powerful attacks by making them miss at least as often as they hit. The failure of these attacks helps increase your own Pokémon's life span.

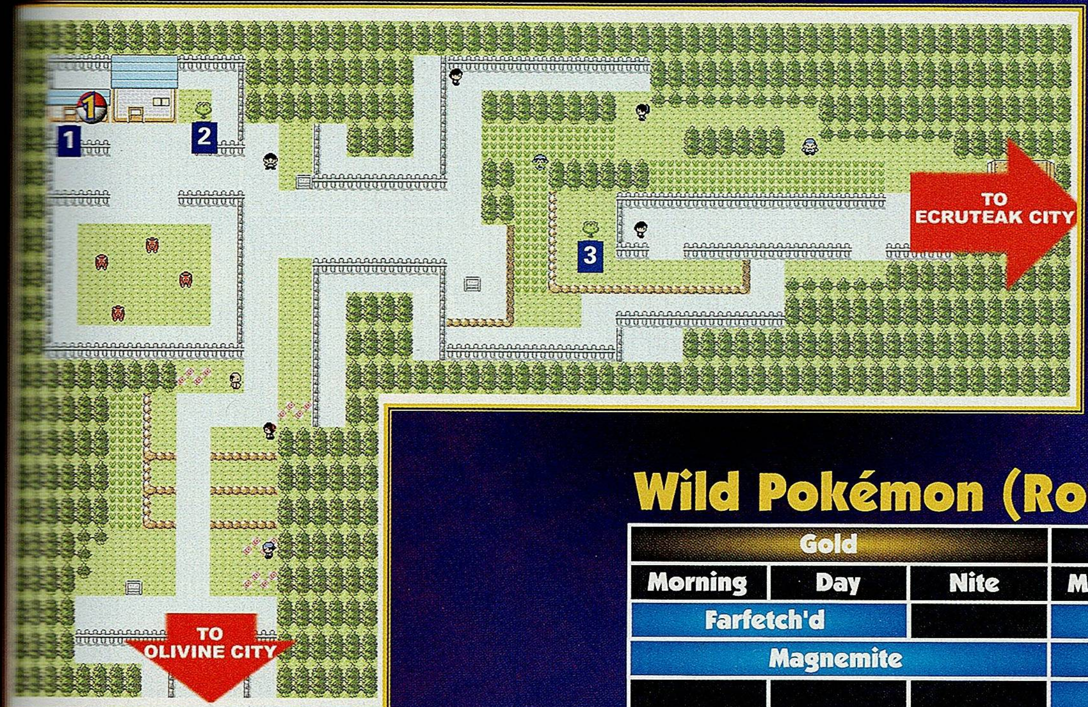
Once you've destroyed Ho-Oh's Accuracy, start putting it to Sleep or Paralyze it and then begin to chip away at its HP. You need to hobble Ho-Oh as much as possible without killing it, so don't use attacks that are super-effective against Fire Pokémon or a Pokémon that's 20–30 levels higher than Ho-Oh. When you get Ho-Oh's HP Gauge down to a tiny sliver, start chucking Poké Balls at it—and keep your fingers crossed.

Wild Pokémon

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Gastly			Gastly		
Rattata			Rattata		
Once you get the Rainbow Wing, Ho-Oh appears on the rooftop.					

Routes 38 and 39

West of Ecruteak City lie the pastoral farmlands of MooMoo Farm, home to the most healthful Miltank Milk in all of Johto. If you follow Routes 38 and 39 south, you'll end up in the seaside city of Olivine, where the fair Jasmine looks after more than just the local Gym. Enjoy your walk through this pleasant area and be sure to check the grasses for signs of both new and old Pokémon.



Items

1. TM13 (Snore)
2. Mint Berry
3. Berry

Wild Pokémon (Route 38)

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Farfetch'd			Farfetch'd		
Magnemite			Magnemite		
			Meowth		
Raticate			Raticate		
Rattata					
Tauros			Tauros		

Wild Pokémon (Route 39)

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Farfetch'd			Farfetch'd		
Magnemite			Magnemite		
			Meowth		
Raticate			Raticate		
Rattata					
Tauros			Tauros		

1 The folks over at MooMoo Farm are having a serious problem. Their best Miltank is sick and has stopped producing milk. It needs lots of Berries and you're the only one who can get them.

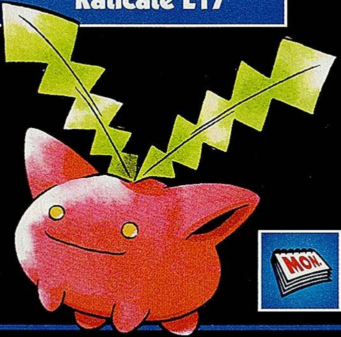
When they say the Miltank needs lots of Berries, they aren't kidding. It takes seven Berries to cure this Pokémon of its illness, so unless you've been stockpiling them, you'll have to complete this quest over several days. You can find the simple Berry on routes 29, 30, 38, and 46. Or win one in the Bug-Catching Contest. Talk to the farmer, then take the Berries to the Miltank in the barn and offer them to it one at a time. After it eats the seventh Berry, it will be healed and you can claim your prize—TM13 (Snore)—from the happy farmers. You can also buy MooMoo Milk for ₽500 a bottle.

NOTE Remember, you can find other Pokémon in the grasses of Routes 38 and 39.

Trainer Information

Trainer's Name	Type	Pokémon 1	Pokémon 2	Pokémon 3
Toby	Bird Keeper	Doduo L15	Doduo L16	Doduo L17
Harry	Sailor	Wooper L19	—	—
Dana *	Lass	Flaaffy L18	Psyduck L18	—
Chad *	Schoolboy	Mr. Mime L19	—	—
Valerie	Beauty	Hoppip L17	Skiploom L17	—
Norman	Psychic	Slowpoke L17	Slowpoke L20	—
Derek *	Poké Fan	Pikachu L17	—	—
Ruth	Poké Fan	Pikachu L17	—	—
Eugene	Sailor	Poliwhirl L17	Krabby L19	Raticate L17

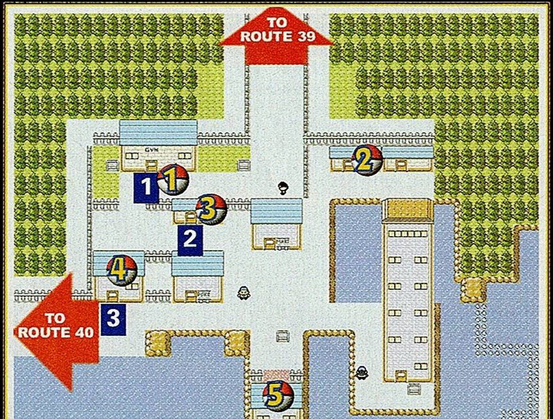
*After your victory, ask this Trainer for his or her phone number.



Olivine City

MON. FRI.

Olivine City is home to the S.S. Aqua, a high-speed boat that travels between Olivine City Port and Vermilion City Port twice a week. The S.S. Aqua hosts special trips for Pokémon Trainers, making a great place to train your Pokémon. Of course, you'll have to get the S.S. Ticket first! While you wait for that day to arrive, enjoy the crisp sea air and the hospitality of the sea-loving residents.



Items

1. Mineral Badge, TM23 (Iron Tail)
2. Good Rod
3. HM04 (Strength)

Poké Mart

Great Ball	₽600
Super Potion	₽700
Hyper Potion	₽1200
Antidote	₽100
Parlyz Heal	₽200
Awakening	₽250
Ice Heal	₽250
Super Repel	₽500
Surf Mail	₽50

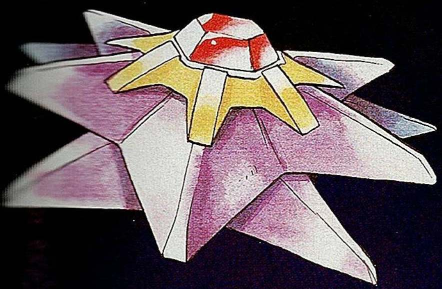
1 In front of the Gym, your Rival appears. There's no time to fight (no matter how many times you beat him, he doesn't think you're worthy), but he does give you some interesting news. The Lighthouse Pokémon is sick, and Janine the Gym Leader has gone to the Olivine Lighthouse to nurse it. She won't return until it's well, so to get her badge, you must help with the nursing duties.

You again!

How does he manage to stay one step ahead of you?

Wild Pokémon (Olivine City)

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Kingler			Kingler		
Krabby			Krabby		
Magikarp			Magikarp		
		Staryu			Staryu
Tentacool			Tentacool		
Tentacruel			Tentacruel		
Trade a Krabby for a Voltorb with a person in a private home.					



Wild Pokémon (Olivine Port)

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Magikarp			Magikarp		
Shellder			Shellder		
Tentacool			Tentacool		
Tentacruel			Tentacruel		

NOTE

Remember! Other Pokémon may be found in the waters of Olivine City and the Olivine Port!

Trainer Information

Trainer's Name	Type	Pokémon 1	Pokémon 2	Pokémon 3
Jasmine	Gym Leader	Magnemite L30	Magnemite L30	Steelix L35

2 The gentleman in this house has a Voltorb he'll gladly trade for a Krabby. You can find Krabby on the shores of the port or by Rock Smash-ing the cracked boulders west of the city.

3 In the house near the Pokémon Mart lives another of those crazy fishermen. If you tell him how much you love to fish, he'll give you a Good Rod. His timing couldn't be better! Unless you chose Totodile as your Starting Pokémon, you probably need a Water-type Pokémon to teach Surf to. With the Good Rod, you can catch more Water Pokémon types, and at higher levels.

Olivine City is known for its large variety of Water Pokémon. Between the docks in the port area and the city shores, you can catch almost any type of Pokémon with a Good Rod. Watch for a couple of new Pokémon who combine the strength of Water with either Rock or Electric!

4 A man in the restaurant near the Pokémon Center teaches Pokémon the move Strength (HM04) for free. Because you have the Plain Badge from Goldenrod City already, you can use this move as soon as you find a Pokémon to teach it to. By the way, this move is required in the Cianwood City Gym!

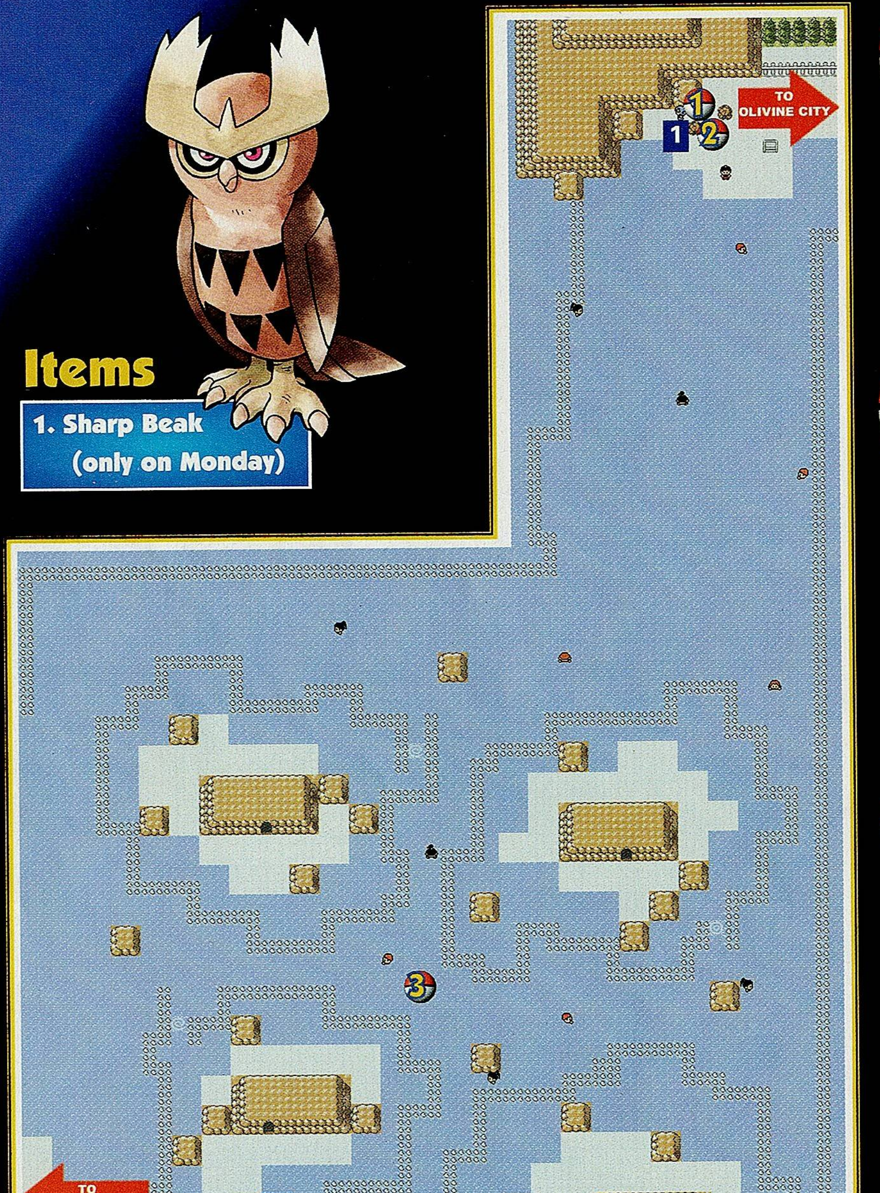
5 Once you get all eight of the Johto Gym Badges and defeat the Elite Four, Prof. Elm gives you a ticket to sail to the Kanto Region on the S.S. *Aqua*. To catch the S.S. *Aqua*, just take your S.S. Ticket with you to the main pier in the Olivine City Port. For return trips, you must follow the ship's usual time table. You can find the S.S. *Aqua* in port on Mondays and Fridays.

Routes 40 and 41

Routes 40 and 41 are all wet! Until you get HM02 (Fly) and the Storm Badge from the Cianwood City Gym, you'll have to Surf this waterway between Olivine City and Cianwood City. To make your life easier, consider completing all the events in Cianwood City before you return to the Olivine Lighthouse with the Secret Potion. On the other hand, there's a lot to see and discover in this area (especially if you're playing the Gold version!), so you might as well enjoy it.

Items

1. Sharp Beak (only on Monday)

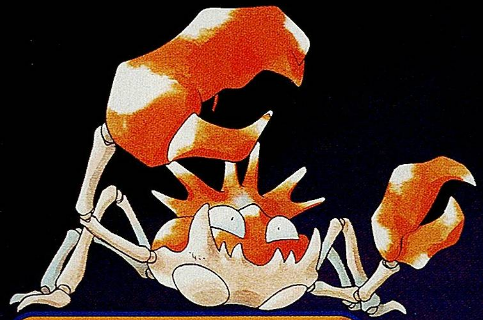


1 On Monday, you can find Monica of Monday wandering the shores of the Olivine City side of Route 40. Talk to her and she'll give you a Sharp Beak. This token strengthens the Flying-type moves of the Pokémon that holds it. It makes a great present for the Pokémon you use to do all your Flying.

2 If you use the Rock Smash move on the boulders on the Olivine City and Cianwood City shores of routes 40 and 41, you may disturb a Shuckle. These tortoise-like Pokémon are new to the Pokémon family and treasured additions to any PokéDex. If you smash all the rocks and find nothing, just leave the area. When you return, you'll find new boulders to destroy.

3 In the middle of Routes 40 and 41 you'll find the mysterious Whirl Islands. Whirlpools and walls of coral block the cave openings here. Until you get HM06 (Whirlpool), you can only imagine what kinds of treasure they hold.

Routes 40 and 41



Wild Pokémon (Route 40)

<table>
<tr><th colspan="3">Gold</th><th colspan="3">Silver</th></tr>
<tr><th>Morning</th><th>Day</th><th>Nite</th><th>Morning</th><th>Day</th><th>Nite</th></tr>
<tr><td colspan="3">Krabby</td><td colspan="3">Krabby</td></tr>
<tr><td colspan="3">Shuckle</td><td colspan="3">Shuckle</td></tr>
<tr><td colspan="3">Kingler</td><td colspan="3">Kingler</td></tr>
<tr><td colspan="3">Krabby</td><td colspan="3">Krabby</td></tr>
<tr><td colspan="3">Magikarp</td><td colspan="3">Magikarp</td></tr>
<tr><td></td><td></td><td>Staryu</td><td></td><td></td><td>Staryu</td></tr>
<tr><td colspan="3">Tentacool</td><td colspan="3">Tentacool</td></tr>
<tr><td colspan="3">Tentacruel</td><td colspan="3">Tentacruel</td></tr>
</table>

Wild Pokémon (Route 41)

<table>
<tr><th colspan="3">Gold</th><th colspan="3">Silver</th></tr>
<tr><th>Morning</th><th>Day</th><th>Nite</th><th>Morning</th><th>Day</th><th>Nite</th></tr>
<tr><td colspan="3">Magikarp</td><td colspan="3">Magikarp</td></tr>
<tr><td colspan="3">Shellder</td><td colspan="3">Shellder</td></tr>
<tr><td colspan="3">Tentacool</td><td colspan="3">Tentacool</td></tr>
<tr><td colspan="3">Tentacruel</td><td colspan="3">Tentacruel</td></tr>
</table>

NOTE

Remember! Other Pokémon may be found in the waters of Routes 40 and 41.

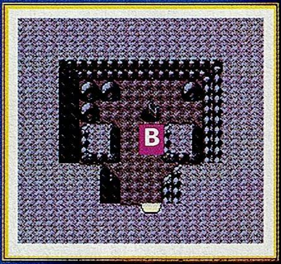
Trainer Information

Trainer's Name	Type	Pokémon 1	Pokémon 2	Pokémon 3	Pokémon 4	Pokémon 5	Pokémon 6
Simon	Swimmer ♂	Tentacool L20	Tentacool L20	—	—	—	—
Elaine	Swimmer ♀	Staryu L21	—	—	—	—	—
Paula	Swimmer ♀	Staryu L19	Shellder L19	—	—	—	—
Randall	Swimmer ♂	Shellder L18	Wartortle L20	Shellder L18	—	—	—
Kaylee	Swimmer ♀	Goldeen L18	Goldeen L20	Seaking L20	—	—	—
Charlie	Swimmer ♂	Shellder L21	Tentacool L19	Tentacruel L19	—	—	—
George	Swimmer ♂	Tentacool L16	Tentacool L17	Tentacool L16	Staryu L19	Tentacool L17	Remoraid L19
Susie	Swimmer ♀	Psyduck L20	Goldeen L22	—	—	—	—
Berke	Swimmer ♂	???	—	—	—	—	—
Kara	Swimmer ♀	Staryu L20	Starmie L20	—	—	—	—
Kirk	Swimmer ♂	Gyarados L20	Gyarados L20	—	—	—	—
Denise	Swimmer ♀	Seel L22	—	—	—	—	—
Mathew	Swimmer ♂	Krabby L23	—	—	—	—	—
Wendy	Swimmer ♀	Horsea L21	Horsea L21	—	—	—	—

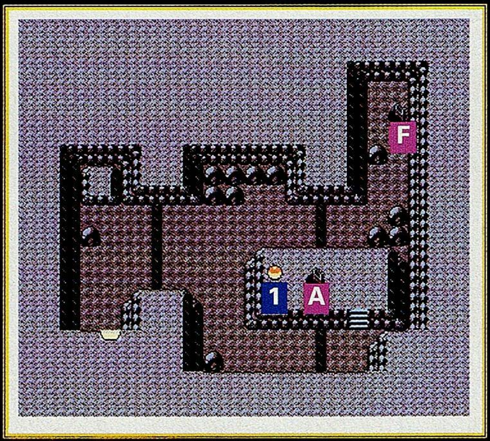
Whirl Islands

The Whirl Islands are a mysterious group of caverns heavily protected by coral reefs and whirlpools. To enter the caves, you must have HM06 (Whirlpool), the Glacier Badge, and a Pokémon capable of learning the move. The Whirl Islands are also home to the Legendary Bird Lugia, who dwells deep within the caves. With the right item, you can lure this one-of-a-kind Pokémon back to its roost!

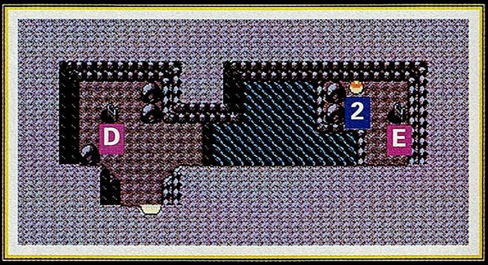
NW Entrance



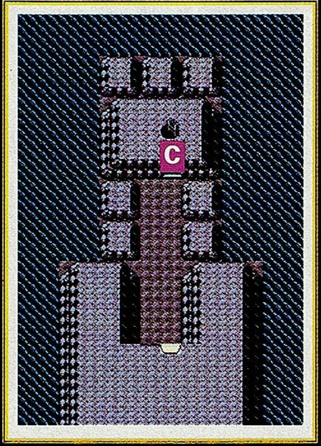
NE Entrance



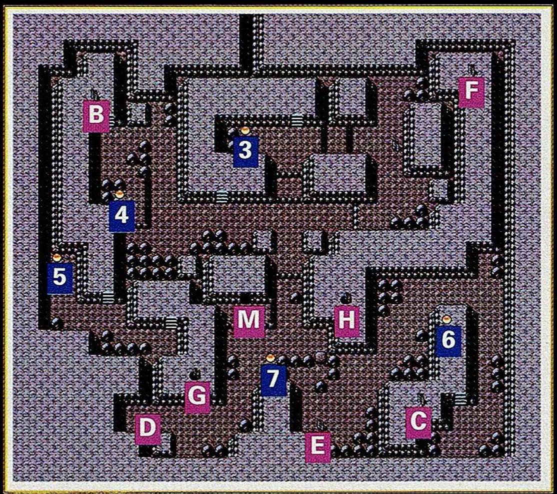
SW Entrance



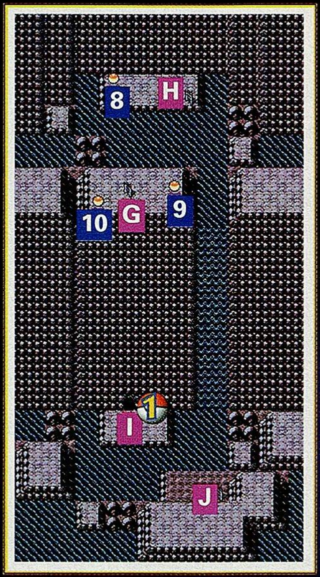
SE Entrance



Floor B1



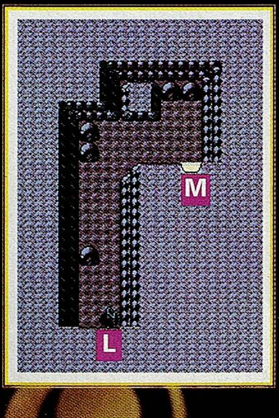
Floors B2-B4



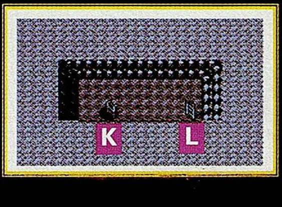
Items

1. Ultra Ball
2. Guard Sp
3. Nugget
4. Full Res
5. Carbos
6. Escape
7. Calcium
8. Max Re
9. Full Res
10. Max El

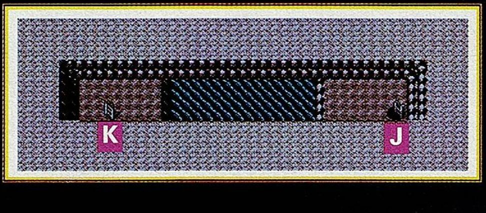
Floor B1



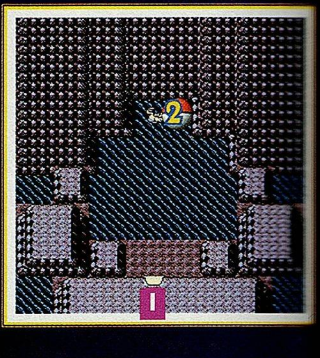
Floor B2



Floor B3



Lugia's Chambe



1

Looking for Lugia? Here's the correct (and only) entrance and ladder to use to reach Lugia's chamber on Floor B4. You can reach its room whether you have the Silver Wing or not, but Lugia appears only if you have the Silver Wing in your possession. How to proceed is up to you.

2

Once you enter this room with Silver Wing in hand, you'll find Lugia hovering over the water deep inside. Save your game and hope you have enough Poké Balls to catch this precious Pokémon!

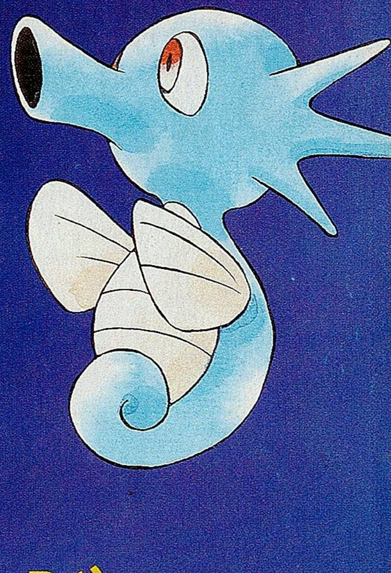
If you played *Pokémon Red*, *Blue*, or *Yellow* and attempted to catch any of the Legendary Birds in those games, you have a pretty good idea of how to approach this battle: stock up on Poké Balls before you enter the Tower. You can use the Master Ball you get from Prof. Elm, if you like, or any of the regular ones. Great Balls are less expensive than Ultra Balls and seem to work just as well. The catch is you need about 50 of them and a few Pokémon at or above Lugia's level who have moves that cause Sleep and Paralysis and that can reduce Accuracy.

Expect this to be a long battle, unless you get really lucky. Lugia will heal itself whenever necessary. Lugia's other moves, along with its level, depend on the version of the game you're playing. If you're playing *Silver*, Lugia is L40; if you're playing *Gold*, Lugia is L70.

Start the battle casting a move such as Flash to reduce Lugia's Accuracy. Cast it again and again, until the casting Pokémon faints or the move no longer has any effect. This helps neutralize Lugia's powerful attacks by making them miss at least as often as they hit. The failure of these attacks helps increase your own Pokémon's life span. Once you've destroyed Lugia's Accuracy, start putting it to Sleep, or Paralyze it, and begin chipping away at its HP. You must hobble Lugia without overdoing it, so don't use attacks that are super-effective against Water or Psychic Pokémon or a Pokémon that's 20–30 levels higher than Lugia. When you get Lugia's HP Gauge down to a tiny sliver, start chucking Poké Balls at it—and keep your fingers crossed.

Wild Pokémon (Floor 1F)

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Golbat			Golbat		
Krabby			Krabby		
Seel			Seel		
Zubat			Zubat		
Horsea			Horsea		
Kingler			Kingler		
Krabby			Krabby		
Magikarp			Magikarp		
Seadra			Seadra		
Tentacool			Tentacool		
Tentacruel			Tentacruel		



Wild Pokémon (Floor B1)

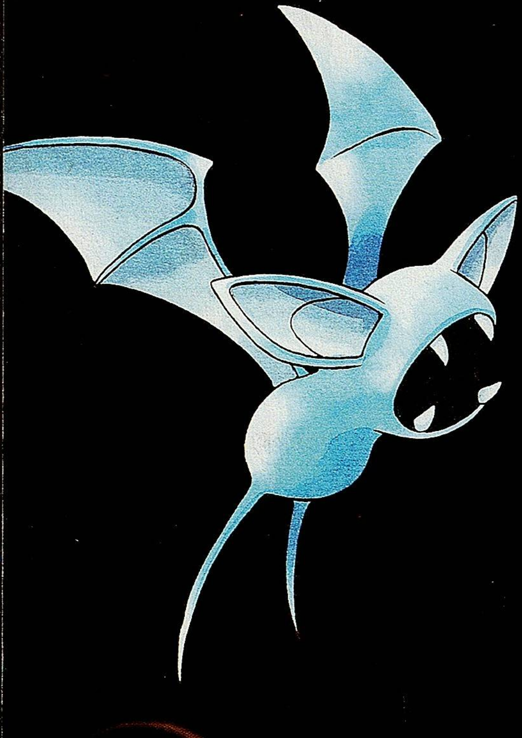
Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Golbat			Golbat		
Krabby			Krabby		
Seel			Seel		
Zubat			Zubat		

Wild Pokémon (Floor B2)

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Golbat			Golbat		
Krabby			Krabby		
Seel			Seel		
Zubat			Zubat		
Horsea			Horsea		
Kingler			Kingler		
Krabby			Krabby		
Magikarp			Magikarp		
Seadra			Seadra		
Tentacruel			Tentacruel		

Wild Pokémon (Floor B3)

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Golbat			Golbat		
Krabby			Krabby		
Seel			Seel		
Zubat			Zubat		
Horsea			Horsea		
Kingler			Kingler		
Krabby			Krabby		
Magikarp			Magikarp		
Seadra			Seadra		
Tentacruel			Tentacruel		

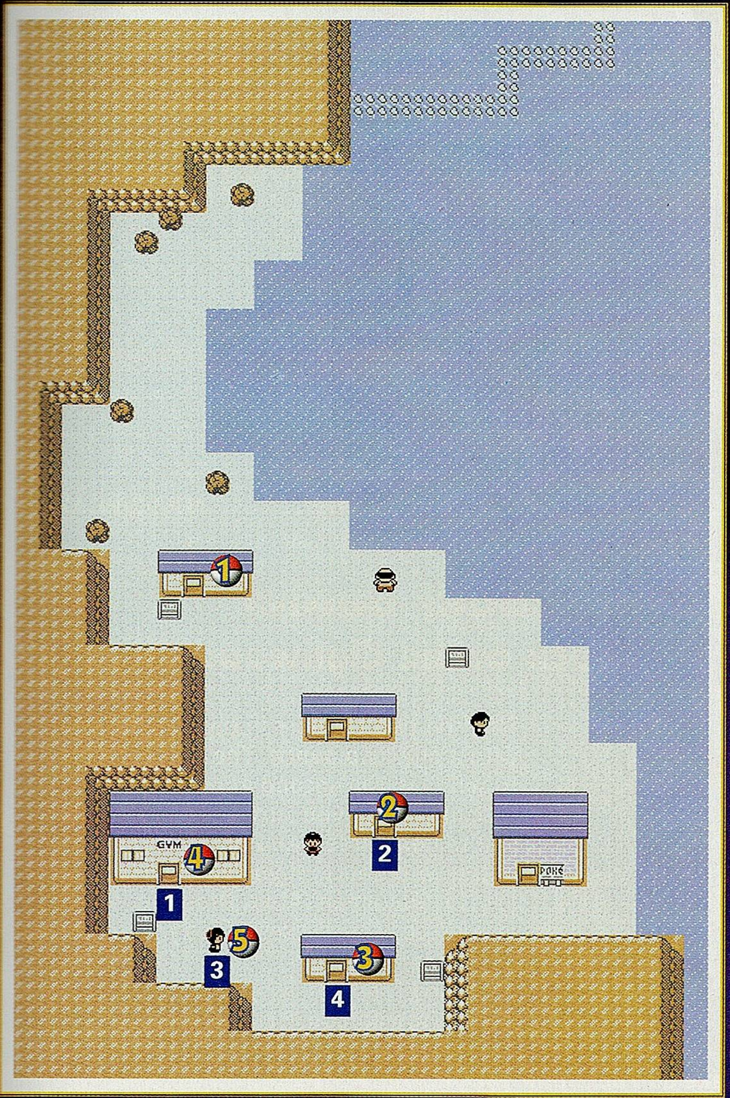


Wild Pokémon (Floor B4)

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Golbat			Golbat		
Krabby			Krabby		
Seel			Seel		
Zubat			Zubat		
Horsea			Horsea		
Kingler			Kingler		
Krabby			Krabby		
Magikarp			Magikarp		
Seadra			Seadra		
Tentacruel			Tentacruel		
If you have Silver Wing, Lugia will appear.					

Cianwood City

Cianwood City sits on the shore of a rocky peninsula, across the water from Olivine City. If you schedule things well, you can ensure that your swim across is the only one you'll have to make. Because Cianwood City is where you'll find both HM02 (Fly) and the Storm Badge you need to activate it outside battle, it should be no problem for you to arrange a flight back to the mainland!



Items

1. Storm Badge; TM01 (Dynamicpunch)
2. Berry Juice
3. HM02 (Fly)
4. Secret Potion

Cianwood City Pharmacy

Potion	300P
Super Potion	700P
Hyper Potion	1200P
Full Heal	600P
Revive	1500P

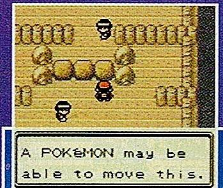
1. Visit the photographer who lives in this house and have a memorial picture taken of your favorite Pokémon. (This feature only works if you have your Game Boy hooked up to your Game Boy Printer!)

2. In the Pokémon Center, you'll learn about the town Pokémaniac and his obnoxious affection for his prized Pokémon. When you talk to him, you learn he's already had another visitor—your Rival. Concerned for the safety of his last remaining Pokémon, he asks you to take care of it for him. If you have room in your party, he'll give you his Shuckle. The Pokémaniac's Shuckle is quite talented and can turn Berries into Berry Juice. Just give this Pokémon a Berry and check back after a while!

3. After you talk to Jasmine at the top of Olivine Lighthouse, the pharmacist in this simple Pharmacy sets aside his usual sales technique to offer you an amazing Secret Potion. It's just what Jasmine needs to cure the sick Lighthouse Pokémon, Amphy.

4. The Cianwood City Gym celebrates the prowess of Fighting-type Pokémon. If you don't have the right Pokémon in your party, you may be in trouble. But Pokémon compatibility is the least of your worries. To reach Chuck the Gym Leader, you'll need HM04 (Strength) to move the large boulders out of your way.

5. You can find Chuck's wife wandering outside the Gym. If you beat her husband, she'll give you HM02 (Fly) so you can avoid taking the long route home.

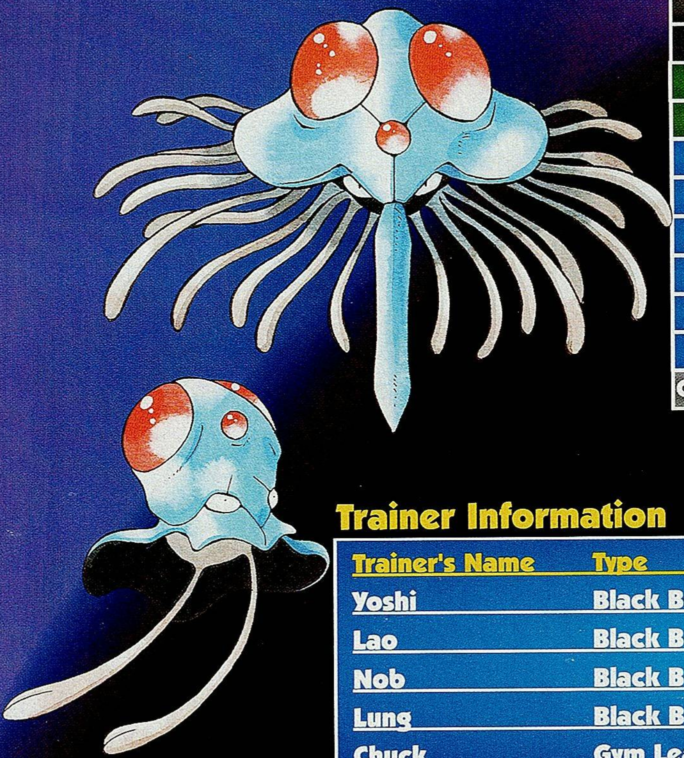

A POKéMON may be able to move this.

You'll need a Pokémon with Strength to clear this Gym!

Wild Pokémon

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Krabby			Krabby		
Shuckle			Shuckle		
Kingler			Kingler		
Krabby			Krabby		
Magikarp			Magikarp		
Staryu			Staryu		
Tentacool			Tentacool		
Tentacruel					

Get Shuckle from the Pokémaniac in the house next to the Pokémon Center.



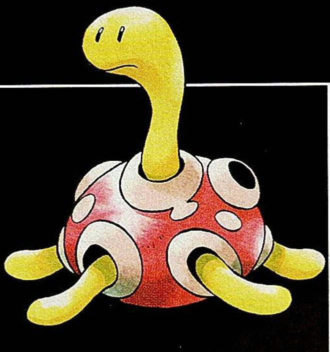
Trainer Information

Trainer's Name	Type	Pokémon 1	Pokémon 2	Pokémon 3
Yoshi	Black Belt	Hitmonlee L27	—	—
Lao	Black Belt	Hitmonchan L27	—	—
Nob	Black Belt	Machop L25	Machoke L25	—
Lung	Black Belt	Mankey L23	Mankey L23	Primeape [illegible]
Chuck	Gym Leader	Primeape L27	Poliwrath L30	—

Pokémon Sighting!

The cracked boulders around Cianwood and the shores along routes 40 and 41 are perfect locations to try to stir up the Shuckle. Here's some information about that brightly colored turtle Pokémon.

#213 Shuckle



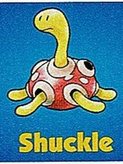
Basic Information

Type:	Bug/Rock
Height:	2'
Weight:	45 lb.

Moves

Constrict	Default
Withdraw	Default
Wrap	L9
Encore	L14
Safeguard	L23
Bide	L28
Rest	L37

Evolution Information



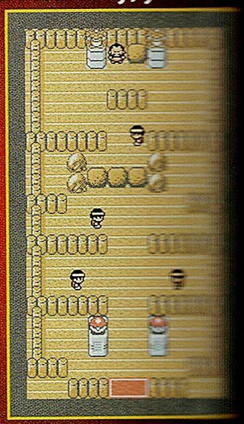
Shuckle

Gym Leader Battle:

Chuck of the Cianwood City Gym

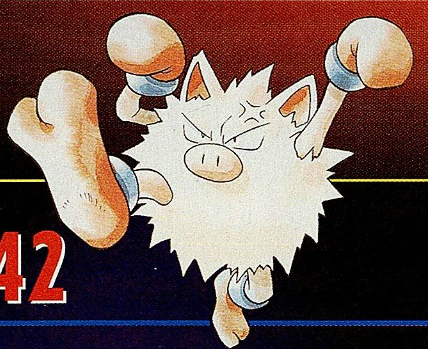
The first two Trainers in the Gym hit you with a one–two punch. The first uses his Hitmonlee; the second goes with a Hitmonchan. If you survive their assault, you're home free—and that includes the battle with Chuck. If you've been training Psychic Pokémon (Abra, Drowzee, or even an Espeon) since Ecruteak City, you'll have no problem defeating these finely tuned fighters!

Chuck's two Pokémon are an odd couple. Primeape is pretty easy to take out, but Poliwrath has an interesting combo move you should look out for. Poliwrath comes equipped with two new moves—Mind Reader and Dynamicpunch. Dynamicpunch is a strong attack with a low Accuracy rating; it's successful only about 50 percent of the time. When Dynamicpunch does connect, the opponent Pokémon takes damage *and* becomes Confused. To counteract the hit-or-miss nature of Dynamicpunch, Poliwrath can also cast Mind Reader. This move guarantees that the next attack succeeds, regardless of that move's Accuracy. If you see Poliwrath cast Mind Reader, you know which move will follow. Fortunately, Poliwrath is also a Water-type Pokémon and vulnerable even to the usually helpless Bayleef/Meganium.



Battle Pokémon

Primeape ♂ L27	Poliwrath ♂ L30
Leer	Hypnosis
Rage	Mind Reader
Karate Chop	Surf
Fury Swipes	Dynamicpunch



Recommended Pokémon Type

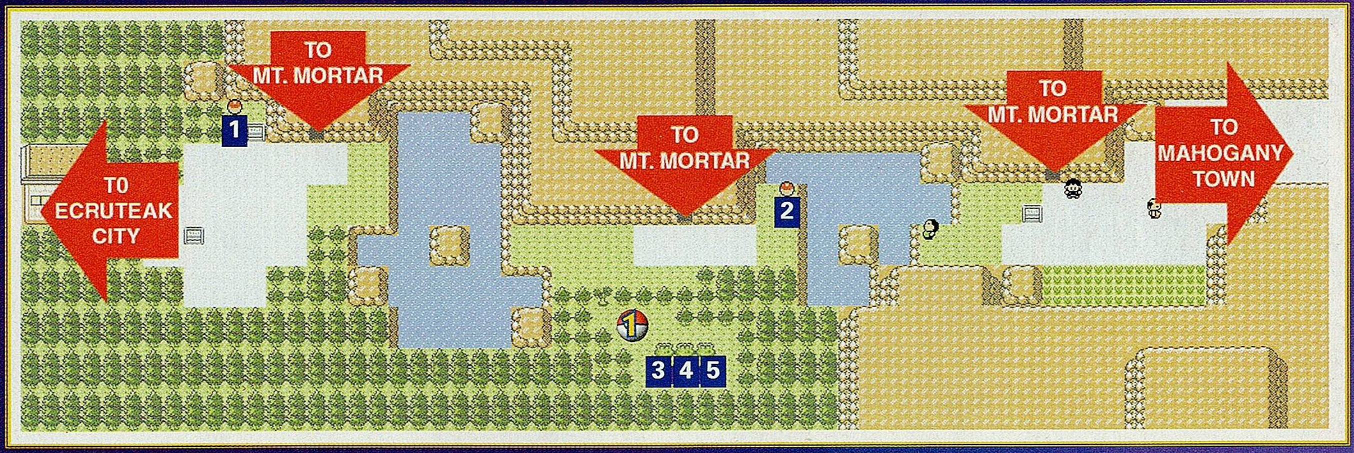
Flying
Psychic

Prizes

Storm Badge: Makes Pokémon up to L70 obey you and allows you to use HM02 (Fly) outside of battle.
TM01 (Dynamicpunch): This move has an accuracy rating of 50%, but when it hits, it causes the opponent to become Confused.

Route 42

Route 42 is a great place to put your Headbutting moves to the test. After all, this route is one of the premiere locations for the Mountain Trees that are home to Heracross and Aipom. The small mountain lakes that divide this Route make it tough to cross unless you can Surf. Check back here after you complete the events in Ecruteak City and you should have no problem. You can even fish for a Goldeen to teach Surf to!



Items

1. Ultra Ball
2. Super Potion
3. PNK Apricorn
4. GRN Apricorn
5. YLW Apricorn

Wild Pokémon

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Mankey	Mankey	Mankey			
Mareep	Mareep	Mareep	Mareep	Mareep	Mareep
Flaaffy	Flaaffy	Flaaffy	Flaaffy	Flaaffy	Flaaffy
Spearow	Spearow		Spearow	Spearow	
		Zubat			Zubat
Goldeen	Goldeen	Goldeen	Goldeen	Goldeen	Goldeen
Magikarp	Magikarp	Magikarp	Magikarp	Magikarp	Magikarp
Seaking	Seaking	Seaking	Seaking	Seaking	Seaking

Trainer Information

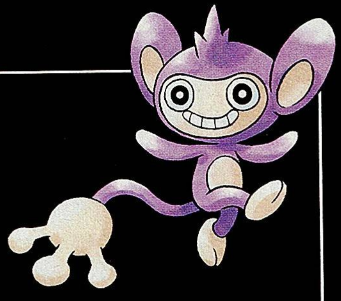
Trainer's Name	Type	Pokémon 1	Pokémon 2	Pokémon 3
Chris*	Fisher	???	—	—
Shane	Pokémaniac	Nidorina L16	Nidorino L16	—
Benjamin	Hiker	Diglett L14	Geodude L14	Dugtrio L1

*After your victory, ask this Trainer for his or her phone number

Pokémon Sighting!

Mountain Trees such as those along Route 42 are good places to look for Aipom and Heracross. To learn more about these Pokémon, read on.

#190 Aipom



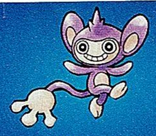
Basic Information

Type:	Normal
Height:	2'7"
Weight:	25 lb.

Moves

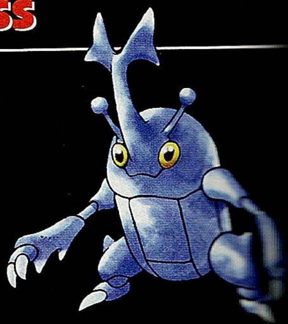
Scratch	Default
Tail Whip	Default
Sand-attack	L6
Baton Pass	L12
Fury Swipes	L19
Swift	L27
Screech	L36
Agility	L46

Evolution Information



Aipom

#214 Heracross



Basic Information

Type:	Bug/ Fighting
Height:	4'11"
Weight:	119 lb.

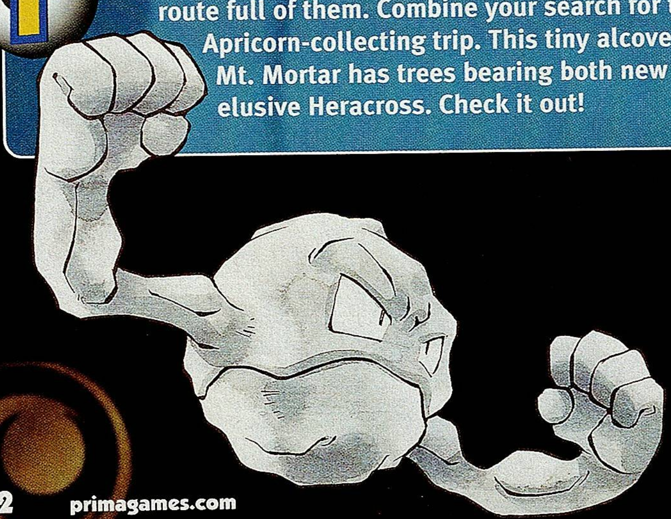
Moves

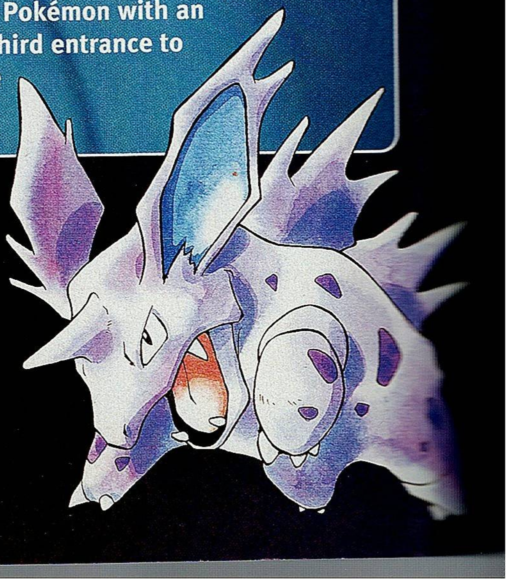
Tackle	Default
Leer	Default
Horn Attack	L6
Endure	L12
Fury Attack	L19
Counter	L27
Take Down	L35
Reversal	L44
Megahorn	L54

Evolution Information

Heracross

1 If you're searching for a Heracross and haven't found the right tree to Headbutt, welcome to a route full of them. Combine your search for this Bug/Fighting Pokémon with an Apricorn-collecting trip. This tiny alcove across from the third entrance to Mt. Mortar has trees bearing both new Apricorns and the elusive Heracross. Check it out!

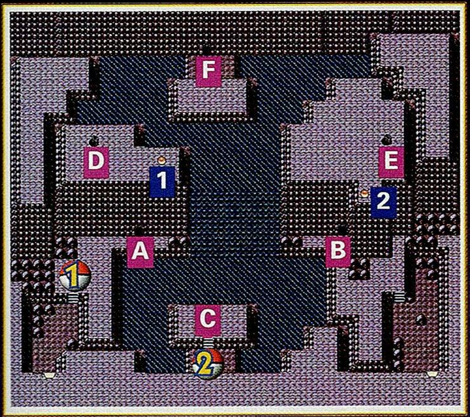




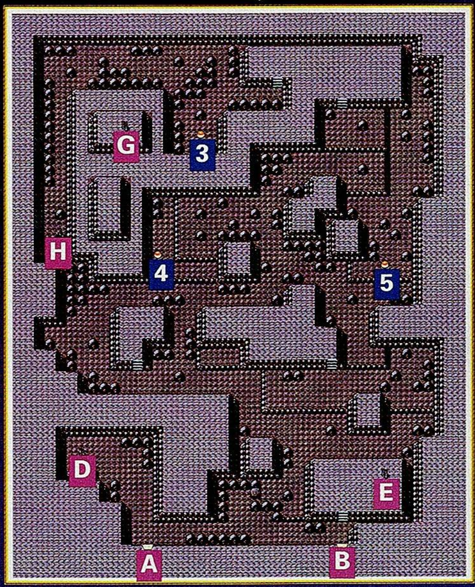
Mt. Mortar

Mt. Mortar is a large mountain cave that stretches the length of Route 42. It has three entrances, which can make life a little confusing if you're heading into the cave with a single purpose. Before you set off on any major expeditions, check the maps and make sure the entrance you choose is the one you really want. The high rate of encounter with the Wild Pokémon here makes errors in navigation costly indeed!

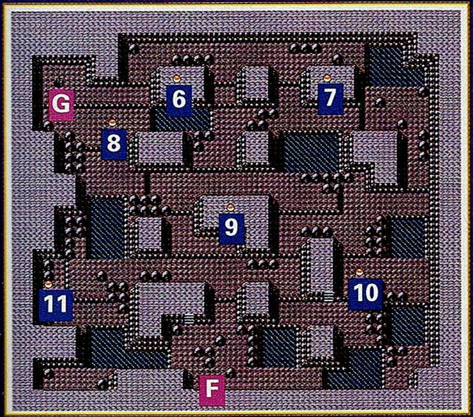
Floors 1F-2F



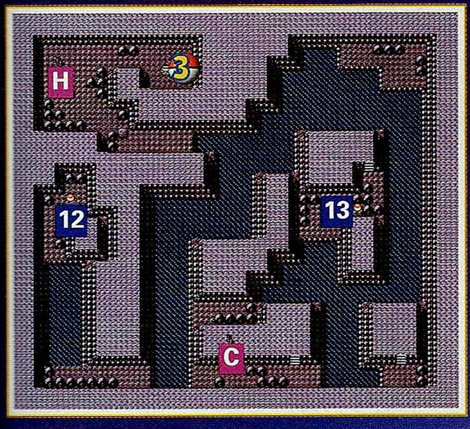
Floor 1F (Inside)



Floor 2F (Inside)



Floor B1



1

Mt. Mortar is home to a well-hyped blue mouse named Marill. This Pokémon appears very rarely. In fact, you may need someone to alert you when they come in season. Check with the Trainers on Route 45, south of Blackthorn City, and take down their phone numbers. You may get a special phone call one day!

2

Karate King Kiyo, Leader of the Fighting Dojo in Saffron City, is training on the bottom floor of Mt. Mortar. If you decide to find and challenge him, use this center entrance, which offers access to the water. To reach Karate King Kiyo, you must swim up the waterfall (you must have HM07 (Waterfall) to attempt this!) to the ladder at Point F, and then take the long way down to Floor B1.

Items

1. Ether
2. Guard Spec.
3. Max Revive
4. Hyper Potion
5. Escape Rope
6. Dragon Scale
7. Escape Rope
8. Elixir
9. TM 40 (Defense Curl)
10. Max Potion
11. Rare Candy
12. Full Heal
13. Hyper Potion

TIP

If you get lost in the twisting mazes of Mt. Mortar, refer to the solutions in the Sealed Section of this book!

Trainer Information

Trainer's Name	Type	Pokémon 1	Pokémon 2
Karate King Kiyo	Black Belt	Hitmonlee L34	Hitmonchan L34

Wild Pokémon

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Geodude			Geodude		
Machop			Machop		
Rattata			Rattata		
Zubat			Zubat		
Goldeen			Goldeen		
Magikarp			Magikarp		
Seaking			Seaking		

NOTE

Remember! Other Pokémon may be found in the waters and tunnels of Mt. Mortar 1F-2F!

Mt. Mortar 1F (Inside)

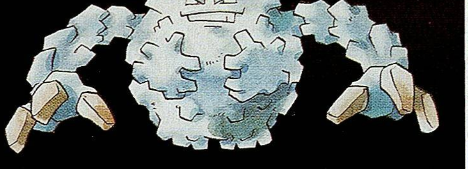
Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Geodude			Geodude		
Machop			Machop		
Rattata			Rattata		
Zubat			Zubat		

3 Karate King Kiyo hails from Saffron City in Kanto and is Leader of the Fighting Dojo. If you've played *Pokémon Red*, *Blue*, or *Yellow*, you'll recall that the Fighting Dojo was once a part of the Saffron City Gym. You'll also remember that the Fighting Dojo was where you chose between getting a Hitmonlee or a Hitmonchan. It should come as no surprise, then, that if you beat Karate King in a Pokémon battle, you'll get a Fighting-type Pokémon. No, it's not Hitmontop! It's more like a pre-evolved form of all three....

Intrigued? Then make sure you have an empty spot in your Pokémon belt before you take on Karate King Kiyo; otherwise, you'll make a long trip back after your victory to claim your prize!

Mt. Mortar 2F (Inside)

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Geodude			Geodude		
Golbat			Golbat		
Graveler			Graveler		
Machoke			Machoke		
Machop			Machop		
Raticate			Raticate		
Goldeen			Goldeen		
Magikarp			Magikarp		
Seaking			Seaking		

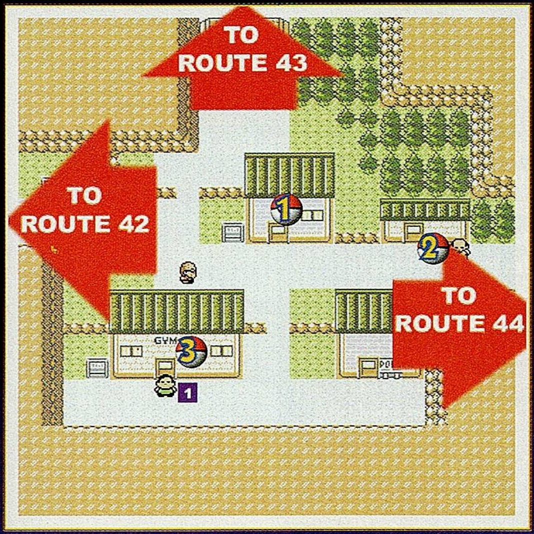


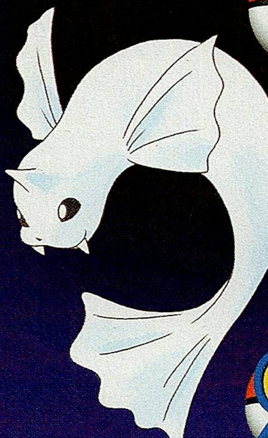
Mt. Mortar 2F (Inside)

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Geodude			Geodude		
Machop			Machop		
Raticate			Raticate		
Rattata			Rattata		
Zubat			Zubat		
Goldeen			Goldeen		
Magikarp			Magikarp		
Seaking			Seaking		

Mahogany Town

Mahogany Town is a quiet, out-of-the-way village nestled in the mountainous regions of Johto. It's home to the Glacier Badge and offers direct passage to the Lake of Rage. Unfortunately, Mahogany Town also seems to be under the influence of Team Rocket and most of the town's usual operations have been suspended. Talk to anyone: they'll recommend you head up to the Lake of Rage first to find the source of the problem!





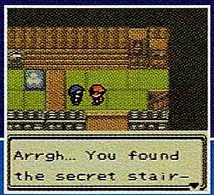
1. The Pokémon Mart in Mahogany Town can't decide which goods to carry. Perhaps that has something to do with the current management? Until you solve the problems at the Lake of Rage, you'll have to go elsewhere to find real merchandise. After you run Team Rocket out of town (they hide out in a shop basement!), a kindly old woman will take over the shop and offer a more appropriate line of goods.

2. There's nothing worse than a pushy salesman! This man won't get out of your way until you get the Glacier Badge—no matter how many Ragecandybars you buy from him! Save your money and be patient!

3. The Gym in Mahogany Town is famous for its Ice Pokémon. They've even duplicated their icy habitat in the Gym itself. Once you take care of Team Rocket, you'll see for yourself how much fun snow and ice can be! Until then, the door is blocked and you can't enter.

Items

1. Glacier Badge and TM16 (Icy Wind)

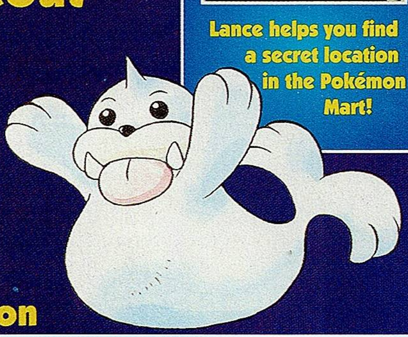


Arrgh… You found the secret stair—

Lance helps you find a secret location in the Pokémon Mart!

Rocket Hideout Shop

Tinymushroom	P500
Slowpoketail	P9800
Poké Ball	P200
Potion	P300



Trainer Information

Trainer's Name	Type	Pokémon 1	Pokémon 2	Pokémon 3
Ronald	Boarder	Seel L24	Dewgong L25	Seel L24
Clarissa	Skier	Dewgong L28	—	—
Brad	Boarder	Swinub L26	Swinub L26	—
Douglas	Boarder	Shellder L24	Cloyster L25	Shellder L24
Roxanne	Skier	Jynx L28	—	—
Pryce	Gym Leader	Seel L27	Dewgong L29	Piloswine L31

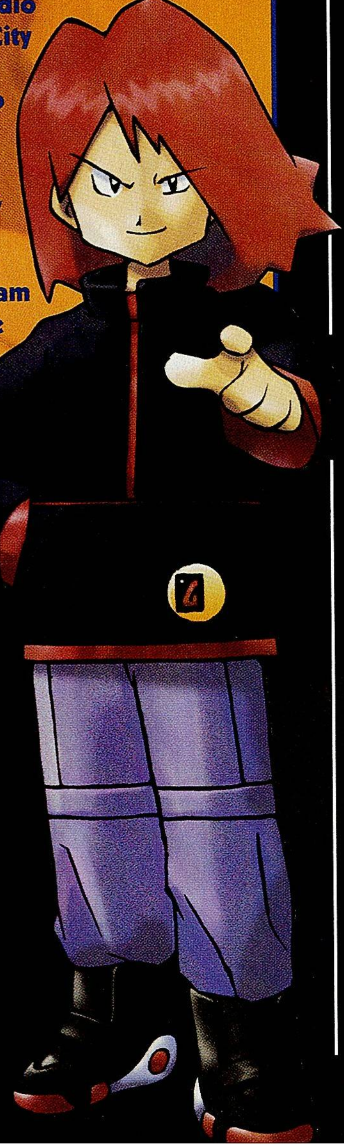
Old Woman's Shop

Ragecandybar	₽300
Great Ball	₽600
Super Potion	₽700
Hyper Potion	₽1200
Antidote	₽100
Parlyz Heal	₽200
Super Repel	₽500
Revive	₽1500
Flower Mail	₽50

Goldenrod City is under siege! You've got to do your part to save the City and the Radio Tower!

NOTE

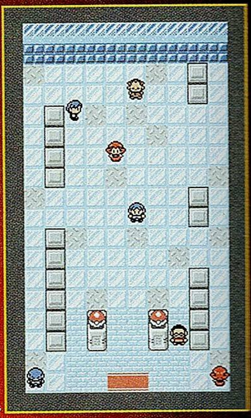
After you get the Glacier Badge, expect a disturbing call from Prof. Elm: Team Rocket has taken their knowledge of radio transmission to Goldenrod City and taken over the Radio Tower. They aren't using it to harm any Pokémon yet, but they're frantically trying to contact their missing leader, Giovanni. Head over to Goldenrod City as soon as you can to put an end to Team Rocket once and for all. The last thing anyone needs is for Giovanni to return!



Gym Leader Battle:

Pryce of the Mahogany Town Gym

You're unlikely to have run into many Ice Pokémon until now, so you have a lot to learn in a short period of time. Ice Pokémon, on the whole, are strong against other Ice attacks and weak against Fire, Fighting, Rock, and Steel types. The problem is there are no pure Ice Pokémon in the game; they're all Ice hybrids. Usually, you'll find Ice combined with Water, in the case of Cloyster and Dewgong, which negates the super-effective status of those Fire attacks. You'll also see Ice combined with Flying (as with Articuno) or with the Psychic powers (as with Jynx), negating the super-effectiveness of Fighting-type moves. In this Gym you'll also find a new Ice hybrid that mixes Ice with Ground—the mammoth-like Swinub and Piloswine. This combination negates the extra power of Rock-type moves.



So how should you proceed in this battle? A good Electric Pokémon or Electric-Water mix should be able to take on all Pryce's Pokémon with good effect, as long as the Pokémon is of the same level as Pryce's. Electric moves work well against the Seel and Dewgong; Water moves should drown out Pryce's Piloswine. The other factor in your favor is sheer strength. Look at the levels of Pryce's Pokémon compared to Jasmine's at the Olivine City Gym: Jasmine's Pokémon were not only better protected, but they were of a higher level. If you could beat them, Pryce's Pokémon should present no problem.

Battle Pokémon

Seel ♂ L27	Dewgong ♂ L29	Piloswine ♂ L31
Water	Water/Ice	Ice/Ground
Headbutt	Headbutt	Icy Wind
Icy Wind	Icy Wind	Fury Attack
Aurora Beam	Aurora Beam	Mist
Rest	Rest	Blizzard

Recommended Pokémon Type

Electric, Fire, Steel, Water

Prizes

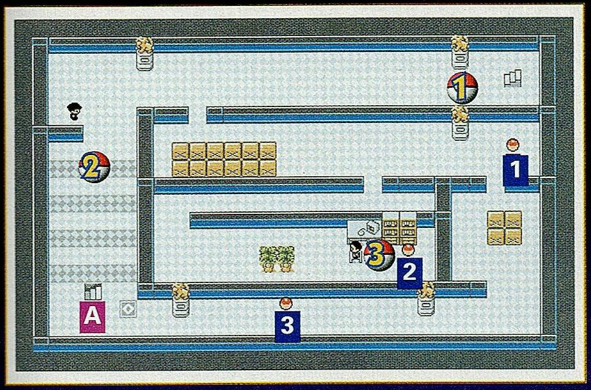
Glacier Badge: Increases the Special stats of all of your Pokémon and allows you to use (Whirlpool) outside of battle.

TM16 (Icy Wind): This move has a normal attack with the added feature of lowering your opponent's Speed by 1 point.

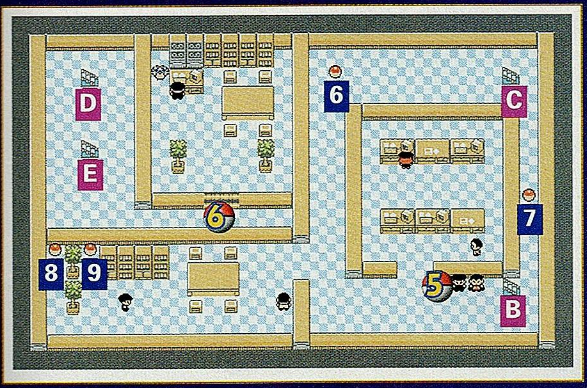
Team Rocket's Hideout

They're back! Team Rocket has chosen yet another subterranean location as their hideout and it's up to you (with Lance's help) to put an end to their latest diabolical plan! As you know, they're using this hideout, conveniently located beneath the Mahogany Town Pokémon Mart, to transmit a high-frequency sound that's driving the Gyarados at the Lake of Rage absolutely mad. The hideout is pretty well guarded, but Team Rocket members will tell all once you defeat them. Be sure to talk to each one after a battle to get tips and hints on how to shut down their hideout!

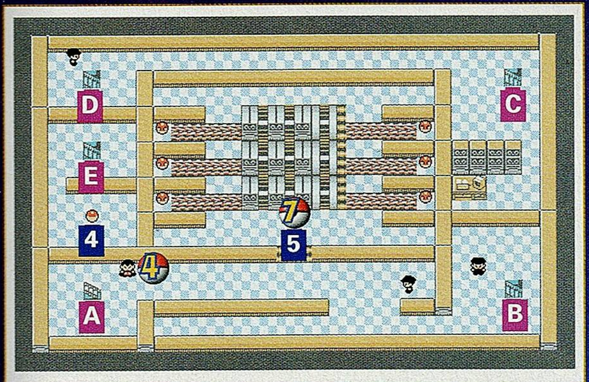
Floor B1



Floor B2



Floor B3



NOTE Match the lettered boxes on the maps to see where a staircase or transporter will lead.

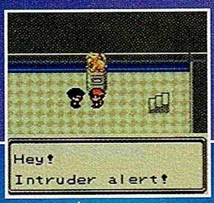
1 Team Rocket has Surveillance Cameras everywhere; they're concealed in the Pokémon Statues! Whenever you step in front of one, two Team Rocket Grunts will rush up and attack you. This gets kind of annoying after a while, so look for ways to avoid being seen until you can turn the cameras off!

2 If the Surveillance Cameras aren't enough, Team Rocket has also laid floor traps. Whenever you step into the striped area, you'll be thrust into a battle with a Geodude, Koffing, or Voltorb confined there. Again, these battles can become annoying after a while, so search for an alternative path through the hideout!

3 A computer controls the switch to turn off the Surveillance Cameras. Merely examine the computer near Scientist Jed. Once you've deactivated the cameras, you can wander around pretty freely. There's no way to turn off the floor traps, though.

Items

1. Hyper Potion
2. Nugget
3. X Accuracy
4. TM46 (Thief)
5. HM06 (Whirlpool)
6. Ice Heal
7. Full Heal
8. Dire Hit
9. Protein


Hey!
Intruder alert!

Do you get the idea that walking in front of these statues is a bad thing?

A secret switch!
Better press it.

Look at the computer to find the switch for the Surveillance Cameras.

4 On the second floor of the hideout, talk to Lance to heal your Pokémon. You'll want them to be fighting fit for the task to come!

5 Your next challenge is to learn the two passwords that open the hideout's locked doors. If a Team Rocket Grunt knows anything, you'll find out once you've beaten him or her in battle. Keep that in mind as you pick fights with the two Grunts on this level.

6 After you get the two passwords (Slowpoketail and Raticate Tail), head to the Boss's Office on Floor B3. Before you get there, you'll get to check with your Rival again. This time he insists he'll defeat Team Rocket before you, but he's also distracted by his recent loss to your friend, Lance. Regardless, he doesn't feel like battling you again, so you're off the hook for a while longer! This is good, because you must take on a Team Rocket Executive inside the office and you need your strength!. Afterward the Murkrow will tell you the remaining password to the Machine Room.

7 The final step in dismantling Team Rocket's hideout is the Machine Room itself. Before you can touch the machinery, though, you must take on the last of the Team Rocket Executives. (Lance handles the one that ambushes you.) You must then make the ultimate sacrifice. Six Electrode power the machine transmitting that horrible sound. You must defeat the three on your side to shut down the machine and save the day. When you succeed, Lance gives you HM06 (Waterfall) as a reward!

Wild Pokémon (Floor B1)

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nit
Find Geodude in a trap.					
Find Koffing in a trap.					
Find Voltorb in a trap.					

Wild Pokémon (Floor B2)

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nit
Find Electrode in electical outlets.					

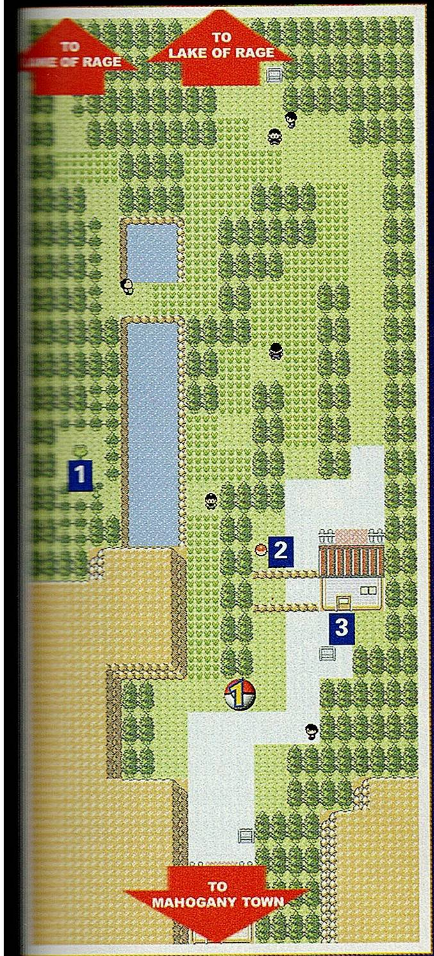
Trainer Information

Trainer's Name	Type	Pokémon 1	Pokémon 2		
Grunt (Random A)*	Team Rocket	Drowzee L17	Zubat L19	—	—
Grunt (Random B)*	Team Rocket	Zubat L16	Grimer L17	Rattata L18	—
Grunt A	Team Rocket	Rattata L16	Rattata L16	Rattata L16	Rattata L1
Jed	Scientist	Magnemite L20	Magnemite L20	Magnemite L20	—
Grunt B	Team Rocket	Venonat L18	Venonat L18	—	—
Grunt C	Team Rocket	Golbat L18	—	—	—
Ross	Scientist	Koffing L22	Koffing L22	—	—
Grunt D	Team Rocket	Ekans L18	Gloom L18	—	—
Mitch	Scientist	Ditto L24	—	—	—
Grunt E	Team Rocket	Raticate L19	—	—	—
Grunt F	Team Rocket	Rattata L17	Zubat L17	Rattata L17	—
Executive 1	Team Rocket	Zubat L22	Raticate L24	Koffing L22	—
Executive 2	Team Rocket	Arbok L23	Gloom L23	Murkrow L25	—

*This Trainer appears every time you trigger a Surveillance Camera tra

Route 43

Route 43 is a heavily forested path that leads from Mahogany Town to the Lake of Rage. Normally, it's a peaceful little road, but Team Rocket's presence is stirring things up and making life uncomfortable for humans and Pokémon alike.

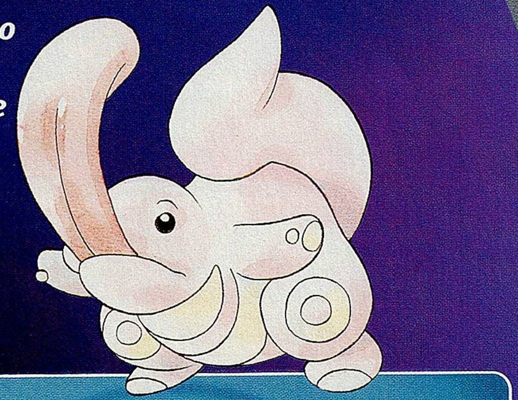


Items

1. Bitter Berry
2. Max Ether
3. TM36 (Sludge Bomb)

He-he-he. We're making a bundle.

To get rid of the toll, you must get rid of Team Rocket. Don't worry, the answer to this problem will come shortly!



1 There are two ways to travel north on Route 43. You can travel through the grass and risk a random battle or two, or you can go through the gatehouse. Normally this wouldn't be a bad idea, but Team Rocket has taken over the gatehouse and is charging a fee of ₽1000 to pass through. If you find yourself making a lot of trips between Mahogany Town and the Lake of Rage, that fee will really add up! The only way to get rid of the fee is to get rid of Team Rocket. Once you do, the gatehouse attendant will give you TM36 (Sludge Bomb) as a memento.

Wild Pokémon

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Mareep			Mareep		
Flaaffy			Flaaffy		
Pidgeotto			Pidgeotto		
Venonat		Venonat	Venonat		Venonat
		Noctowl			Noctowl
Magikarp			Magikarp		
Poliwag			Poliwag		

NOTE Remember! Other Pokémon may be found in the grasses of Route 43!

Trainer Information

Trainer's Name	Type	Pokémon 1	Pokémon 2	Pokémon 3	Pokémon 4
Spencer	Camper	Sandshrew L17	Sandslash L17	Zubat L19	—
Tiffany*	Picnicker	Clefairy L20	—	—	
Brent	Pokémaniac	Lickitung L19	—	—	—
Marvin	Fisher	Magikarp L10	Gyarados L10	Magikarp L15	Gyarados L15
Ron	Pokémaniac	Nidoking L19	—	—	—
Ben	Pokémaniac	Slowbro L19	—	—	—

*After your victory, ask this Trainer for his or her phone number!

TIP

Take the Red Scale to Mr. Pokémon's house and trade it for the Exp. Share item. Exp. Share is a re-tooled version of *Pokémon Red*, *Blue*, and *Yellow*'s Exp. All item. When you attach this to a Pokémon in your active party, it automatically receives half of the experience points earned in any battle. You no longer have to use the bait-and-switch method to level up low-level Pokémon!

3'7" caught by
GOLD

You can win this contest. It just takes time and luck!

3 Left of the Lake lies a forest maze you can reach only from a path on Route 43. Hidden among the trees and dead ends, you'll find a small hut where you can get TM10 (Hidden Power). This move differs for every Pokémon who uses it because it draws on that Pokémon's hidden strengths and powers. Sounds cool!

4 Every Wednesday you can find Wesley of Wednesday who gives out Black Belts as souvenirs. This item, when attached to a Pokémon, increases the power of its Fighting-type moves.

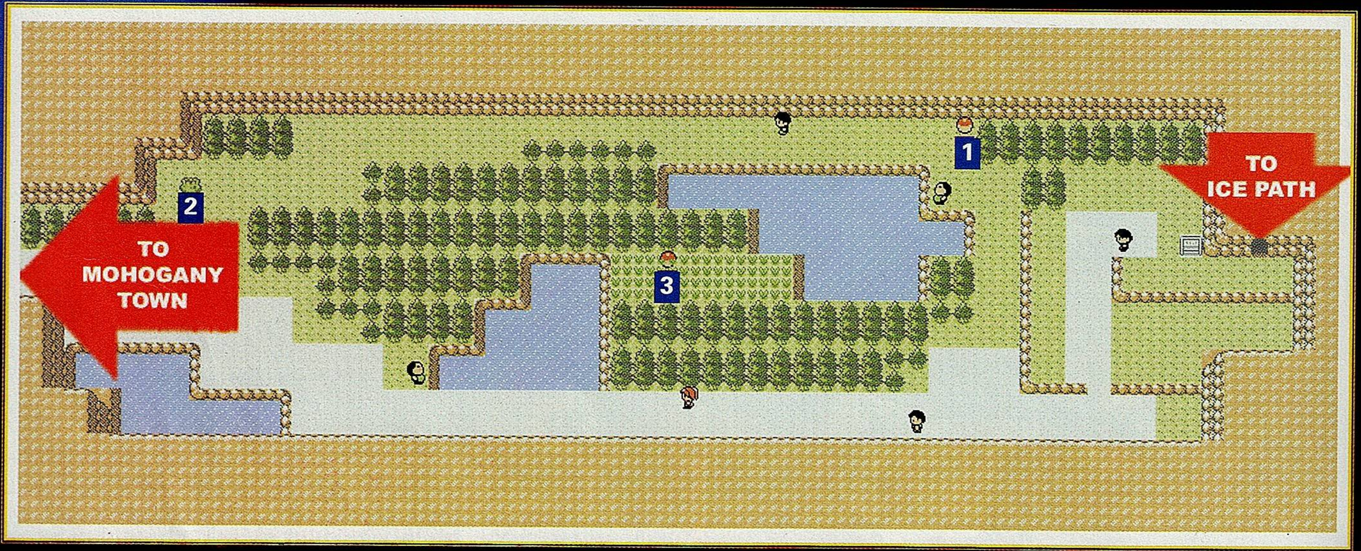
5 After you defeat Team Rocket in their underground hideout, things at the Lake of Rage return to normal. The Fishermen come back (with new opportunities for Pokémon Battles) and the Fishing Guru starts up his Magikarp Contest. Take the Fishing Guru any Magikarp you've caught and he'll measure it. If it's bigger than the current record (recorded on the sign outside his house), you win an Ether item as a prize. The Super Rod seems to be the key to winning this contest—that and unlimited patience.

Trainer Information

Trainer's Name	Type	Pokémon 1	Pokémon 2	Pokémon 3	Pokémon 4
Raymond	Fisher	Magikarp L22	Magikarp L22	Magikarp L22	Magikarp L22
Andre	Fisher	Gyarados L27	—	—	—
Lois	Cool Trainer	Skiploom L25	Ninetales L25	—	—
Aaron	Cool Trainer	Ivysaur L24	Charmeleon L24	Wartortle L24	—

Route 44

Once you get the Glacier Badge in Mahogany Town, you'll be able to travel down this short Route to the opening of the Ice Path. Nothing of much importance happens on this Route, although there are a lot of trainers here that you can hone your skill(s) on. The next stop after the Ice Path is Blackthorn City and the final Gym in the Challenge!



Items

1. Ultra Ball
2. Burnt Berry
3. Max Revive

NOTE

Don't forget! Other Pokémon may be found in the waters of Route 44!

Wild Pokémon (Route 44)

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Bellsprout			Bellsprout		
Lickitung			Lickitung		
Tangela			Tangela		
Weepinbell			Weepinbell		
Magikarp			Magikarp		
Poliwhirl			Poliwhirl		
Poliwag			Poliwag		

Trainer Information

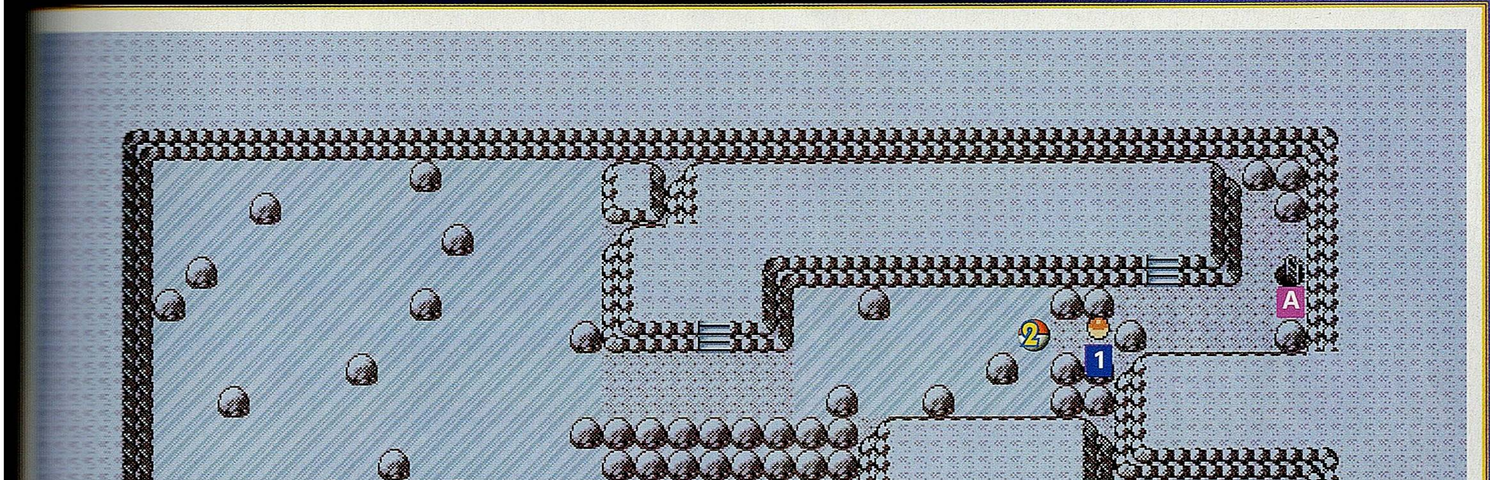
Trainer's Name	Type	Pokémon 1	Pokémon 2	Pokémon 3
Phil	Psychic	Natu L24	Kadabra L26	—
Edgar	Fisher	???	???	—
Cybil	Cool Trainer	Butterfree L25	Bellossom L25	—
Allen	Cool Trainer	Charmeleon L27	—	—
Zach	Pokémaniac	Rhyhorn L27	—	—
Wilton*	Fisher	Goldeen L23	Goldeen L23	Seaking L25
Vance*	Bird Keeper	Pidgeotto L25	Pidgeotto L25	—

*After defeating this Trainer, ask him or her for their phone

Ice Path

This icy cave is full of surprises and mind-boggling puzzles. The Ice patches on the first floor are sure to keep you sliding around for hours as you try to figure out which rock to use as a hand-hold. In the meantime, you should keep your eyes out for both new Pokémon and a few familiar faces. If you are concerned about facing the Dragon Pokémon that lie ahead, add a Jynx to your battle party!

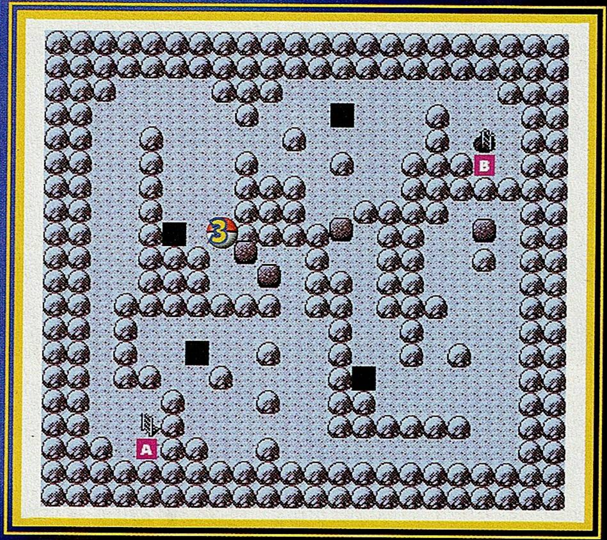
Floor 1F



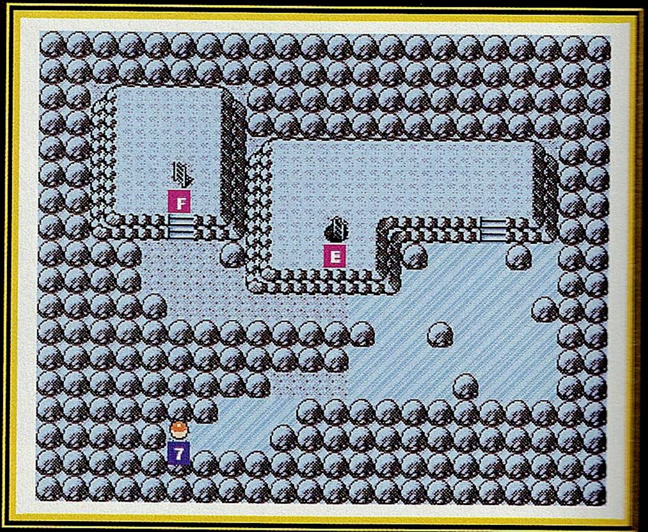
NOTE

Match the lettered boxes on the maps to see where a staircase or teleporter will lead.

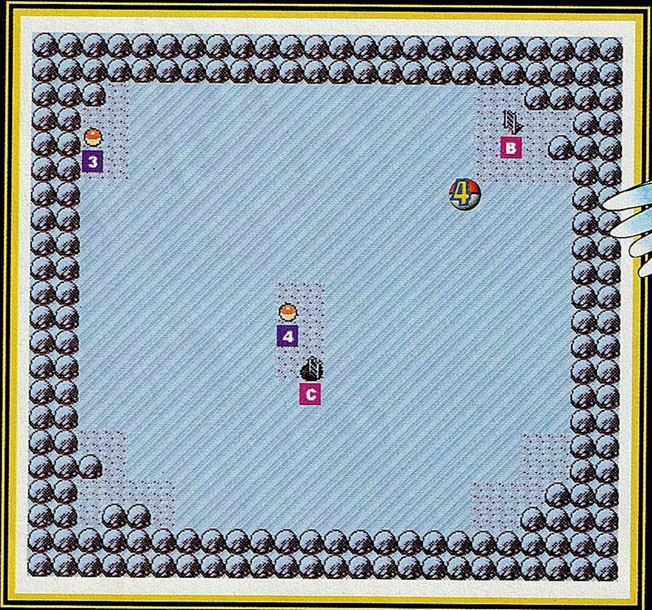
Floor B1



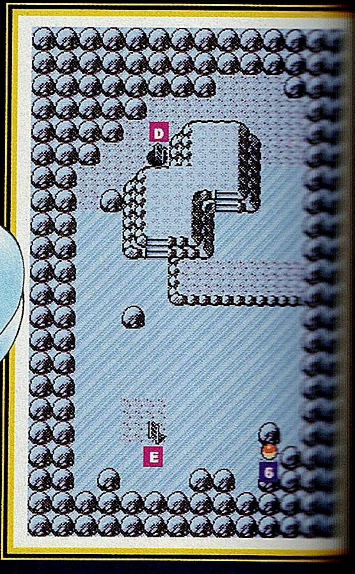
Floor B1



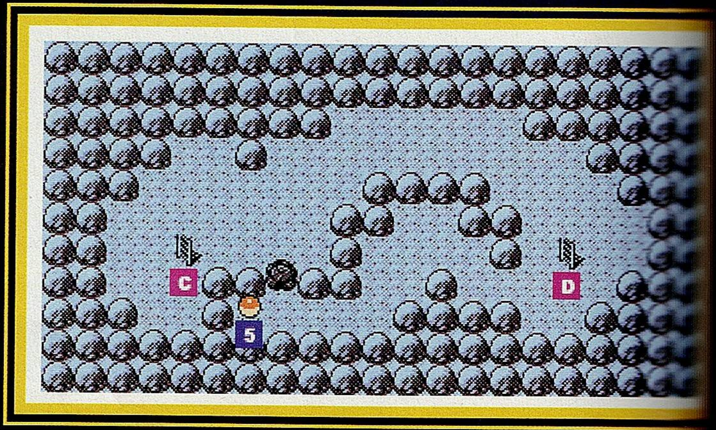
Floor B2



Floor B2

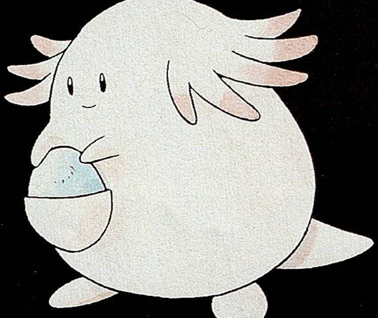


Floor B3



Items

1. HM07 (Waterfall)
2. PP Up
3. Max Potion
4. Full Heal
5. Nevermeltice
6. TM44 (Rest)
7. Iron



1 The Ice Path contains the most challenging caves to get through. Much like the Gym in Mahogany Town, the Ice Path is full of sheets of slippery ice, punctuated with the odd boulder or patch of sand so that you can regain your balance. This first puzzle is the hardest in the cave to get through. You have to slide from boulder to boulder until you find the one that lines you up with the exit. If you get stuck on this or any of the puzzles in this dungeon, all you have to do is turn to the Sealed Section in the back of the book!

2 HM07 (Waterfall) is one of the items you can pick up in the Ice Path. However, getting this important Hidden Machine requires you to solve yet another ice puzzle. This one is a little easier than the large ice field you just got through!

3 On Floor B1, your goal is to push the boulders through the holes in the floor to the level below. If you should end up falling through the ice before you complete this task, you'll quickly understand why the boulders are needed. The catch here is that you have to figure out which boulders go in which holes and then determine the best path to get them there. If you make a mistake and need to reset the puzzle, just go up or down a floor. And if you get completely stuck, there's always the solution in the Sealed Section!

4 The Boulders from the floor above form the bolsters you need to pinball yourself across the ice and onto the dirt in the middle of the level, where the next ladder is. If you end up on this floor before all of the boulders are in place, just slide back to the ladder at Point B and climb back up to Floor B1.

NOTE

You can enter the Ice Path any time after you've collected the Glacier Badge in Mahogany Town. You do not have to complete the Team Rocket event in Goldenrod City first.

Wild Pokémon (Floors 1F-B1)

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Golbat			Golbat		
Jynx			Jynx		
Zubat			Zubat		Zubat

Wild Pokémon (Floor B2)

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Golbat			Golbat		
Jynx			Jynx		
Zubat			Zubat		Zubat

NOTE

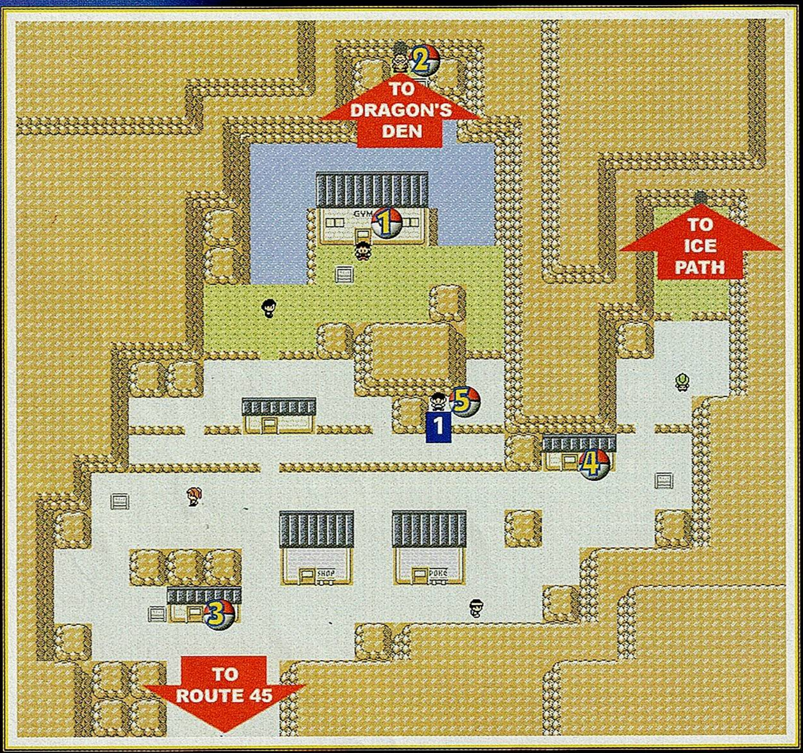
Don't forget! Other Pokémon may be found in the icy tunnels of the Ice Path!

Wild Pokémon (Floor B3)

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Golbat			Golbat		
Jynx			Jynx		
Zubat			Zubat		Zubat

Blackthorn City

Blackthorn City is the final stop on the Pokémon Gym Challenge. Blackthorn's proximity to the Dragon's Den makes it a natural home for Dragon-obsessed Pokémon Masters. Ice Pokémon seem to work best against them, so pick one up on your way through the Ice Path. Also, be sure to check out the Pokémon Mart! Blackthorn CIty's place as the final city gives it access to the strongest Potions, Poké Balls, and Sprays in the Johto region.

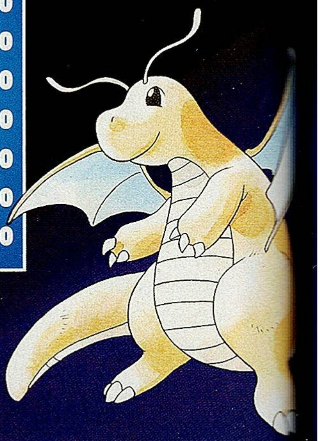


Items

1. Spell Tag (only on Saturdays)

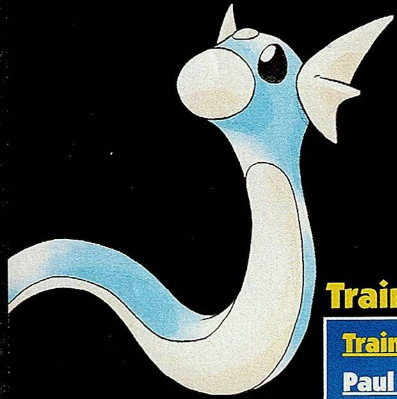
Pokémon Mart

Great Ball: Ball	₽600
Ultra Ball: Ball	₽1200
Hyper Potion: Potion	₽1200
Max Potion: Potion	₽2500
Full Heal: Heal	₽600
Revive: Revive	₽1500
Max Repel: Repel	₽700
X Defend: Defend	₽550
X Attack: Attack	₽500



Wild Pokémon

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Magikarp			Magikarp		
Poliwag			Poliwag		
Trade a Dragonair ♀ for a Rhydon to a girl in one of the houses.					



Trainer Information

Trainer's Name	Type	Pokémon 1	Pokémon 2	Pokémon 3	Pokémon 4
Paul	Cool Trainer	Dratini L34	Dratini L34	Dratini L34	—
Mike	Cool Trainer	Dragonair L37	—	—	—
Lola	Cool Trainer	Dratini L34	Dragonair L36	—	—
Fran	Cool Trainer	Seadra L37	—	—	—
Cody	Cool Trainer	Horsea L34	Seadra L36	—	—
Clair	Gym Leader	Dragonair L37	Dragonair L37	Dragonair L37	Kingdra L40

1 If you attempt to enter the Gym before you complete the Team Rocket event in Goldenrod City, you'll find that Clair, the Gym Leader, is training in the Dragon's Den and won't return until the Radio Tower is free.

2 This old man guards the Dragon's Den entrance, the most challenging place for anyone learning about Dragon-type Pokémon. You can't enter the Dragon's Den unless you have permission from Gym Leader Clair herself. No exceptions!

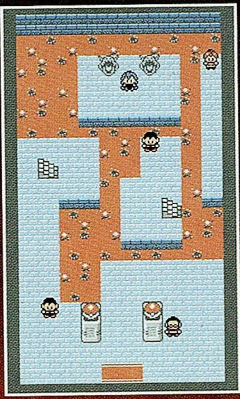
3 Does your favorite Pokémon know a move you just can't get rid of? Take it to the Moves Deleter and he'll help your Pokémon forget. Visit him when you want a Pokémon to forget a HM or when you need a Pokémon to forget a moves that didn't appear in *Pokémon Red*, *Blue*, or *Yellow* so you can use the Time Capsule!

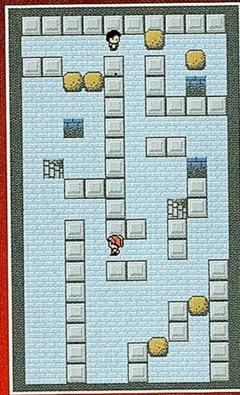
4 The girl in the house nearest the Ice Path is looking for a female Dragonair. If you can find one, she'll trade you her Rhydon for it!

5 On Saturdays you can meet Santos of Saturday on the bluffs of this quiet mountain retreat. Santos has the Spell Tag token, which strengthens the Ghost-type moves of any Pokémon you attach it to. Scary, isn't it?

Gym Leader Battle:

Clair of the Blackthorn City Gym





The Blackthorn City Gym is a two-story monstrosity that requires strength as well as cunning to clear. You need a Pokémon with the Strength move to push the boulders through holes in the first floor down to the floor below. This creates bridges over the lava there so that eventually you can reach and challenge Gym Leader Clair.

If you haven't spent much time around Dragon Pokémon, this Gym may come as a shock to you. Dragon Pokémon are weak against only two types of attacks—Ice and Dragon. Their weakness to Dragon moves makes bringing another Dragon into battle a bad idea, but it does open the possibility of using other Pokémon types who can use Dragon-type moves. Gyarados is a good example of what I'm talking about, because defensively it won't be particularly weak or strong against any attack used (except Thunderbolt), but offensively should be able to use moves such as Dragon's Rage and Twister (depending on level) to great advantage.

Of course, the best Pokémon to bring into the battle is an Ice Pokémon, and the best one in the area is a Jynx from the Ice Path. If you pick one up in the Ice Path before you head back to Goldenrod City to oust Team Rocket, you'll have plenty of time and opportunity to level it up and prepare it for battle. Ice Punch, Powder Snow, and Lovely Kiss are an effective group of moves against Clair's Dragons.

Recommended Pokémon Type

Ice

Prizes

Raging Badge: Allows you to use HM07 (Waterfall) outside of battle and makes all Pokémon obey you, regardless of level.

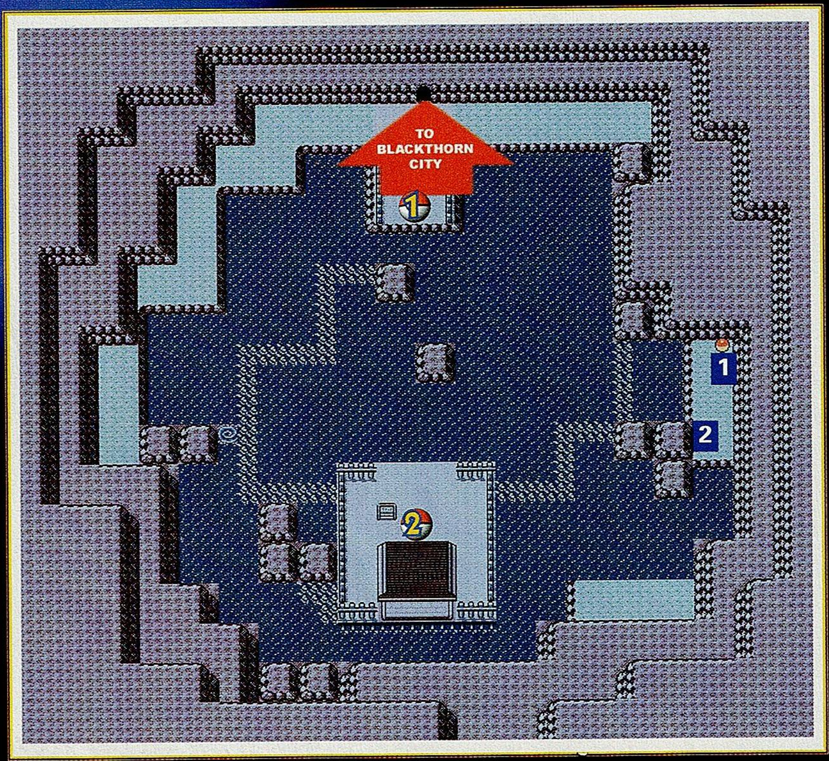
TM24 (Dragonbreath): Has a normal attack with an added 30% chance of Paralyzing your opponent.

Battle Pokémon

Dragonair ♀ L37	Dragonair ♀ L37	Dragonair ♀ L37	Kingdra ♀ L40
Dragon	Dragon	Dragon	Water–Dragon
Thunder Wave	Thunder Wave	Thunder Wave	Smokescreen
Surf	Thunderbolt	Ice Beam	Surf
Slam	Slam	Slam	Hyper Beam
Dragonbreath	Dragonbreath	Dragonbreath	Dragonbreath

Dragon's Den

Dragon's Den is the ultimate test for Dragon-obsessed Trainers. Earning the right to enter this underground den is considered a great honor. Surviving may lead to even greater things!



Items

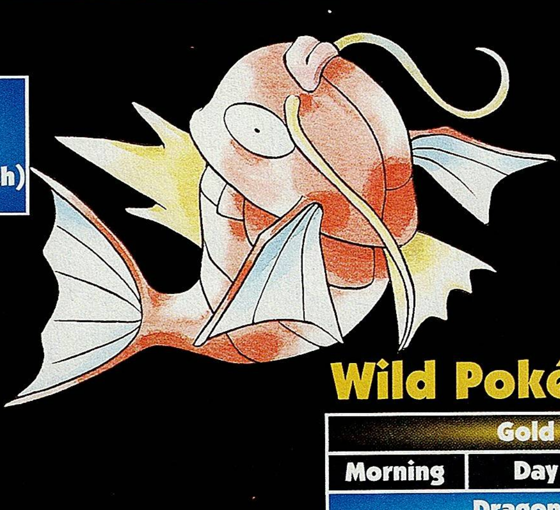
1. Dragon Fang
2. Raging Badge; TM24 (Dragonbreath)

1 After you defeat Clair at the Blackthorn City Gym, you're ordered to come down here and get the Dragon Fang Item as proof of your ability to control Dragon-type Pokémon. When you find this Item, Clair warps down to present you with the Raging Badge and TM24 (Dragonbreath). Finally, you have all eight Badges and have completed the Pokémon Gym Challenge! Now it's time to take on the Elite Four at Indigo Plateau.

2 After you defeated your Rival at Mt. Moon in the Kanto region, you'll find him training here in Dragon's Den every Tuesday and Thursday. If you pay him a visit, don't come prepared for battle. These are his training days and he keeps strictly to his schedule.

…No, I won't battle you now

Your Rival trains hard on Tuesdays and Thursdays. On Mondays and Wednesdays, you can find him ready to fight you again at Indigo Plateau.

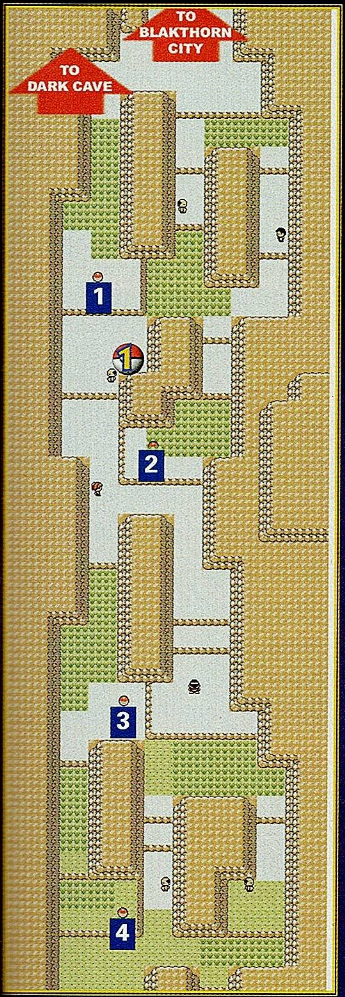


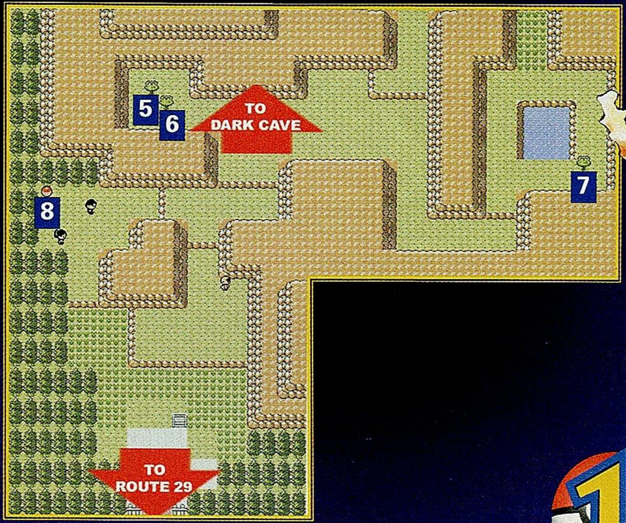
Wild Pokémon

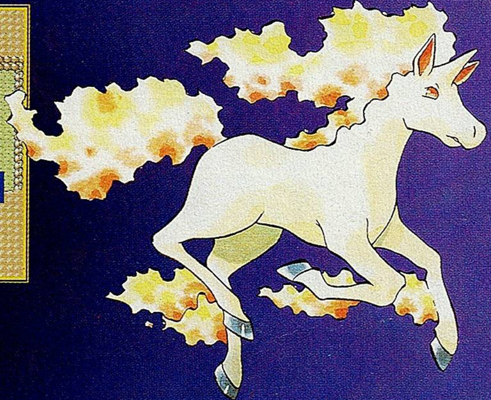
Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Dragonair			Dragonair		
Dratini			Dratini		
Magikarp			Magikarp		

Routes 45 and 46

Routes 45 and 46 comprise a series of terraces and winding paths. You can climb down routes 45 and 46, but there's no way to climb back to the top. Flying or walking back up to Blackthorn City via Mahogany Town and the Ice Path is the only way to reach the top of this section. Remember that when you plan your descent.







NOTE

Remember! Gligar and other Pokémon may be found in the grasses of Route 45!

1 A Trainer named Parry knows a secret about a Pokémon who lives in Mt. Mortar. After you defeat him in battle, exchange phone numbers and hope he gives you a call!

Items

1. Elixir
2. Max Potion
3. X Special
4. Revive
5. Berry
6. Przcureberry
7. Mysteryberry
8. Dire Hit

Wild Pokémon (Route 45)

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Geodude			Geodude		
Graveler			Graveler		
Dragonair			Dragonair		
Dratini			Dratini		
Magikarp			Magikarp		

Wild Pokémon (Route 46)

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Geodude			Geodude		
Rattata			Rattata		
Spearow			Spearow		

Trainer Information

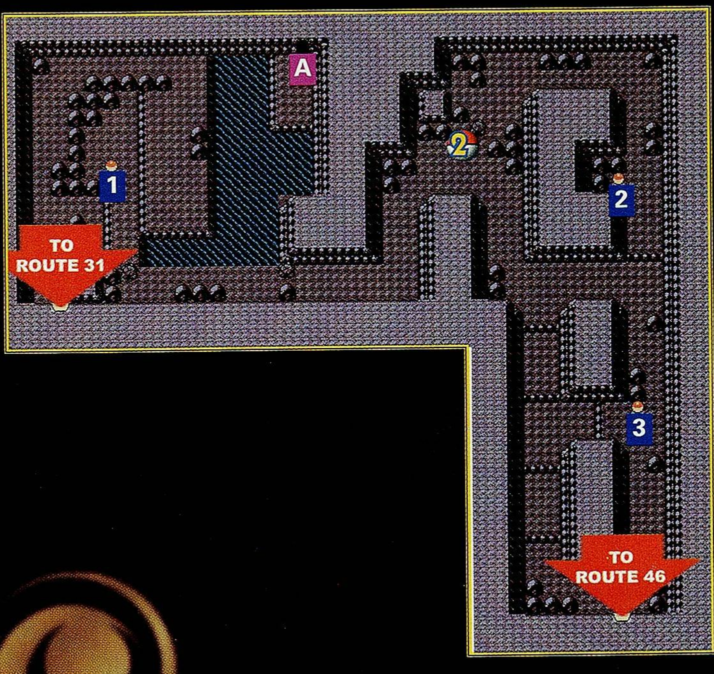
Trainer's Name	Type	Pokémon 1	Pokémon 2	Pokémon 3	Pokémon 4	Pokémon 5
Erik	Hiker	Machop L24	Graveler L27	Machop L27	—	—
Ryan	Cool Trainer	Pidgeot L25	Electabuzz L27	—	—	—
Parry*	Hiker	Onix L2L29	—	—	—	—
Kelley	Cool Trainer	Marill L27	Wartortle L24	Wartortle L24	—	—
Kenji*	Black Belt	Machoke L28	—	—	—	—
Timothy	Hiker	Diglett LL27	Dugtrio L27	—	—	—
Michael	Hiker	Geodude L25	Graveler L25	Golem L25	—	—
Ted	Camper	Mankey L17	—	—	—	—
Erin*	Picnicker	Ponyta L16	Ponyta L1L16	—	—	—
Bailey	Hiker	Geodude L13	Geodude L13	Geodude L13	Geodude L13	Geodude L13

*After your victory, ask this Trainer for his or her phone number!

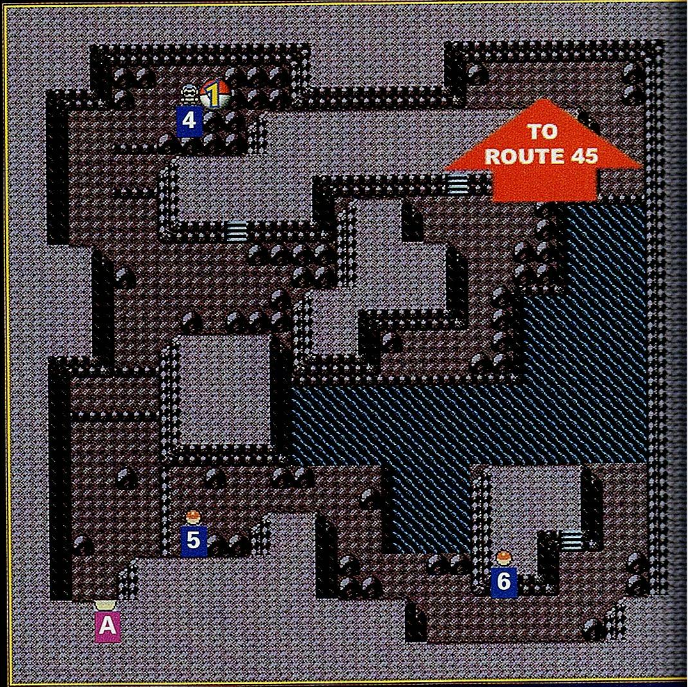
Dark Cave

People say this cave is a shortcut between Violet and Blackthorn Cities. Don't believe it! From th Violet City side, you can reach only the midpoint of Route 46. From the Blackthorn City side, however, your prospects are a little better. Dark Cave is aptly named for its complete lack of ligh To enter, you must have the move HM05 Flash to illuminate the twisting passages. You won't ge far without HM03 Surf and TM08 Rock Smash, either.

Dark Cave (Violet City Side)



Dark Cave (Blackthorn City Side



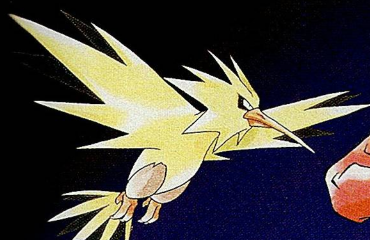
Dark Cave

Items

1. Potion
2. Hyper Potion
3. Full Heal
4. Blackglasses
5. TM13 (Snore)
6. Revive

1 When you enter from the Blackthorn City entrance on Route 45, look for a man in dark glasses! Why he wears sunglasses in a dark cave is a mystery, but he's kind enough to give you a pair for your Pokémon if you'll forget you saw him. When you attach the Blackglasses Item to a Pokémon, it increases the power of its Dark-type moves.

2 When smashing rocks in the passages of the Violet City side of Dark Cave, listen for the scuttling claws of Krabby! These creatures can catch you off-guard unless you remember that Rock Smash-ing boulders often disturbs them.



Wild Pokémon (Dark Cave—Violet City Side)

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Geodude			Geodude		
Zubat			Zubat		
Goldeen			Goldeen		
Magikarp			Magikarp		
Seaking			Seaking		

Wild Pokémon (Dark Cave—Blackthorn City Side)

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Geodude			Geodude		
Golbat			Golbat		
Graveler			Graveler		
Zubat			Zubat		
Goldeen			Goldeen		
Magikarp			Magikarp		
Seaking			Seaking		

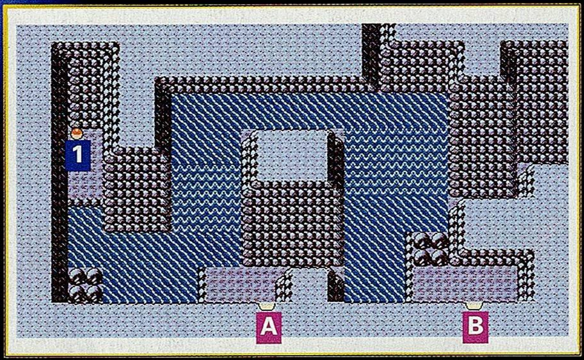
NOTE

Remember! Other Pokémon may be found in the corridors of Dark Cave!

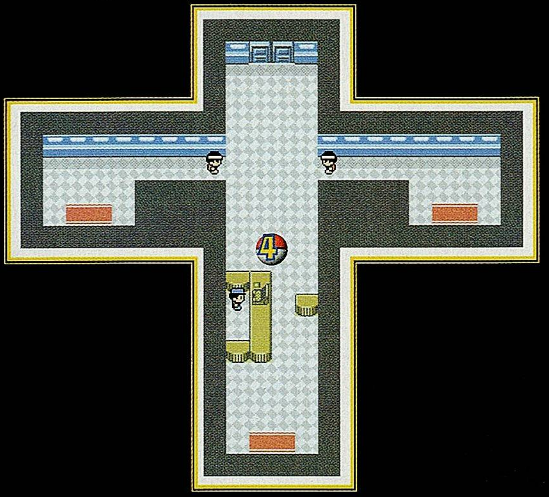
Routes 26 and 27

Routes 26 and 27 mark your entrance to the Kanto region and Indigo Plateau. The gatehouse at the north end of Route 26 is the Pokémon League Reception Gate. This is the gateway to Kanto proper (Route 22), Victory Road, Route 28, and Mt. Silver, where only the coolest Pokémon Masters train. Clair of the Blackthorn City Gym considers this the hardest route yet, and she's right! There are twelve Trainers here and only one place to rest and heal your Pokémon (about two-thirds of the way to the gate). If you need healing before then, you must travel back to New Bark Town (by foot and fin)!

Tohjo Falls



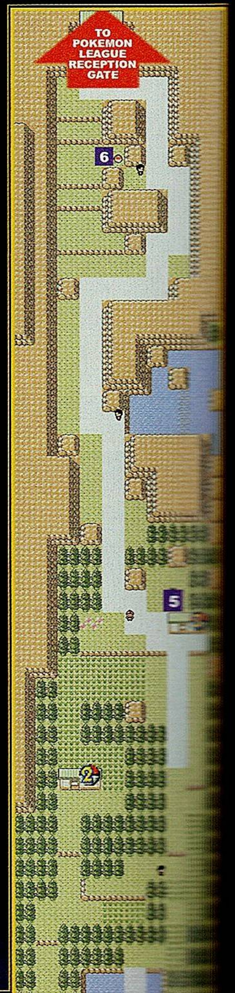
Inside the Pokémon League Reception Gate

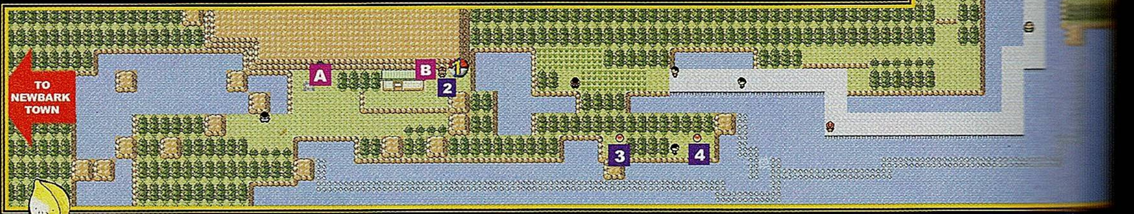


Items

1. Moon Stone
2. TM37 (Sandstorm)
3. Rare Candy
4. TM22 (Solarbeam)
5. Ice Berry
6. Max Elixir

Routes 26 and 27





Wild Pokémon (Tohjo Falls)

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Golbat			Golbat		
Raticate			Raticate		
Rattata			Rattata		
Slowpoke			Slowpoke		
Zubat			Zubat		
Goldeen			Goldeen		
Magikarp			Magikarp		
Seaking			Seaking		
Slowpoke			Slowpoke		

1 The woman in this house will give you TM37 (Sandstorm) if you can show her a Pokémon that has bonded with you. Put that Pokémon in the front of your party, and then talk to her. If you don't have a friendly Pokémon in your party, you won't get a thing!

2 This home, hidden deep in the forest, is home to the seven "Days of the Week" kids. If you read the note on the table, you'll discover where they are, what they do, and why they do it!

3 If you need some rest, or if your Pokémon need healing, stop by this house. The woman who lives there will let you sleep at her house for a while. After eight Trainer Battles, it's a good idea to give everyone a break. Consider returning here after you clear the route, before you enter Victory Road.

4 The Pokémon League Reception Gate serves as the entrance to a variety of places. During your first trip to Indigo Plateau, you can pass through only to Victory Road. The hall to Route 22 and Viridian City opens once you pass through from the other side (that is, once you enter the Pokémon League Reception Gate from Route 22). To access the final hall, to Route 28 and Mt. Silver, you first must complete the Kanto Pokémon Gym Challenge, and then get permission to enter from Prof. Oak in Pallet Town. Admission to Mt. Silver is one of the highest honors bestowed on a Pokémon Trainer!

Wild Pokémon (Route 27)

<table>
<tr><th colspan="3">Gold</th><th colspan="3">Silver</th></tr>
<tr><th>Morning</th><th>Day</th><th>Nite</th><th>Morning</th><th>Day</th><th>Nite</th></tr>
<tr><td></td><td></td><td></td><td colspan="3">Arbok</td></tr>
<tr><td></td><td></td><td></td><td colspan="2">Dodrio</td><td></td></tr>
<tr><td colspan="2">Doduo</td><td></td><td colspan="2">Doduo</td><td></td></tr>
<tr><td colspan="3">Ponyta</td><td colspan="3">Ponyta</td></tr>
<tr><td></td><td></td><td>Quagsire</td><td></td><td></td><td>Quagsire</td></tr>
<tr><td colspan="3">Raticate</td><td colspan="3">Raticate</td></tr>
<tr><td colspan="3">Sandshrew</td><td></td><td></td><td></td></tr>
<tr><td colspan="3">Magikarp</td><td colspan="3">Magikarp</td></tr>
<tr><td colspan="3">Shellder</td><td colspan="3">Shellder</td></tr>
<tr><td colspan="3">Tentacool</td><td colspan="3">Tentacool</td></tr>
<tr><td colspan="3">Tentacruel</td><td colspan="3">Tentacruel</td></tr>
</table>

Wild Pokémon (Route 26)

<table>
<tr><th colspan="3">Gold</th><th colspan="3">Silver</th></tr>
<tr><th>Morning</th><th>Day</th><th>Nite</th><th>Morning</th><th>Day</th><th>Nite</th></tr>
<tr><td colspan="2">Dodrio</td><td></td><td></td><td></td><td></td></tr>
<tr><td colspan="2">Doduo</td><td></td><td colspan="3">Doduo</td></tr>
<tr><td colspan="3">Ponyta</td><td colspan="3">Ponyta</td></tr>
<tr><td></td><td></td><td>Quagsire</td><td></td><td></td><td>Quagsire</td></tr>
<tr><td colspan="3">Raticate</td><td colspan="3">Raticate</td></tr>
<tr><td colspan="3">Sandshrew</td><td></td><td></td><td></td></tr>
<tr><td colspan="3">Magikarp</td><td colspan="3">Magikarp</td></tr>
<tr><td colspan="3">Shellder</td><td colspan="3">Shellder</td></tr>
<tr><td colspan="3">Tentacool</td><td colspan="3">Tentacool</td></tr>
<tr><td colspan="3">Tentacruel</td><td colspan="3">Tentacruel</td></tr>
</table>

NOTE

Remember! Other Pokémon may be found in the waters of Routes 26 and 27!

Trainer Information

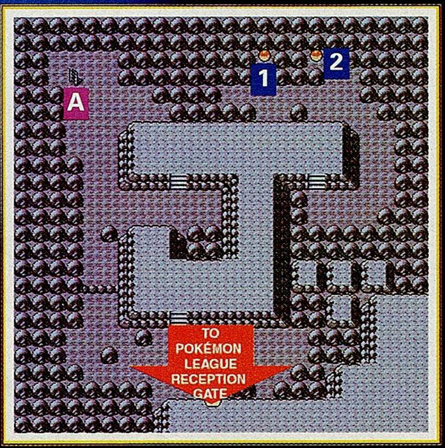
Trainer's Name	Type	Pokémon 1	Pokémon 2	Pokémon 3
Megan	Cool Trainer	Bulbasaur L32	Ivysaur L32	Venusaur L32
Blake	Cool Trainer	Magneton L33	Quagsire L31	Exeggcute L31
Brian	Cool Trainer	Sandslash L35	—	—
Gilbert	Psychic	Starmie L30	Exeggcute L30	???
Jose*	Bird Keeper	Farfetch'd L35	—	—
Reena*	Cool Trainer	Starmie L31	Starmie L31	Nidoqueen L33
Scott	Fisher	???	???	Seaking L34
Richard	Psychic	Espeon L36	—	—
Joyce	Cool Trainer	Pikachu L36	Blastoise L32	—
Gaven*	Cool Trainer	Victreebel L32	Kingler L32	Flareon L32
Jake	Cool Trainer	Parasect L33	Golduck L35	—
Beth*	Cool Trainer	Rapidash L36	—	—

***After your victory, ask this Trainer for his or her phone number!**

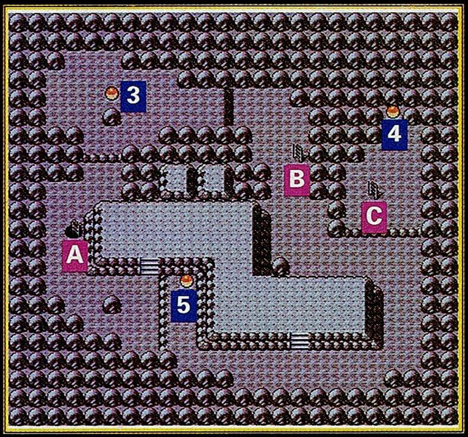
Victory Road

Victory Road has slimmed down over the last three years and is much easier to navigate than before. Gone are the Boulder Puzzles and the fiery Moltres. Instead you'll find the path through these three floors quick and easy. Check around for any Pokémon you might have missed before and save your game just before you reach the exit! Trust us on this!

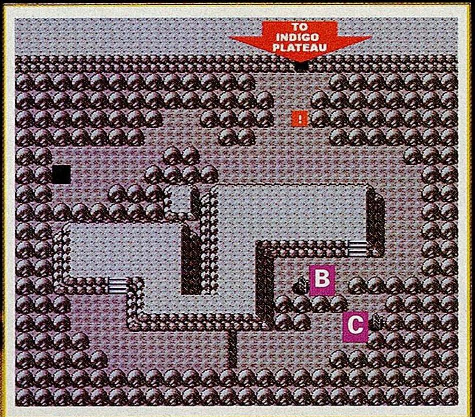
Floor 1F



Floor 2F



Floor 3F



1 To reach TM26 (Earthquake), you must drop through this hole on Floor 3F. Earthquake is a powerful and accurate move—be sure to pick it up before you take on the Elite Four!

Rival Battle #5

This time your Rival surprises you before you get to Indigo Plateau! Because he can't believe you're strong enough to take on the Elite Four, he wants to test you first. Your Rival's party is now complete and in its final form. When you meet him later on in the game, his Pokémon will be stronger, but their tactics will remain the same.

SILVER!
I challenge you!

Let's see how much of a challenge he is this time!

Battle Pokémon

Sneasel	L34
Golbat	L36
Magneton	L34
Haunter	L35
Kadabra	L35
Feraligatr	L38
Meganium	
Typhlosion	

Think of this battle as a true test of your preparedness for the Elite Four. Your Rival's six Pokémon are strong and varied. Kadabra is the newest addition and it can be a force to reckon with. If you have Pokémon with Ghost, Bug, or Dark attacks, use them against Kadabra. Bite is a common Dark move that's extremely effective against Psychic-type Pokémon. The fact that it carries a 30 percent chance of making the opponent flinch makes it even nicer in battle. The remaining Pokémon are old favorites; use the same tactics you used successfully in previous battles.

Items

1. Max Revive
2. Full Heal
3. TM26 (Earthquake)
4. Full Restore
5. X Special

Wild Pokémon

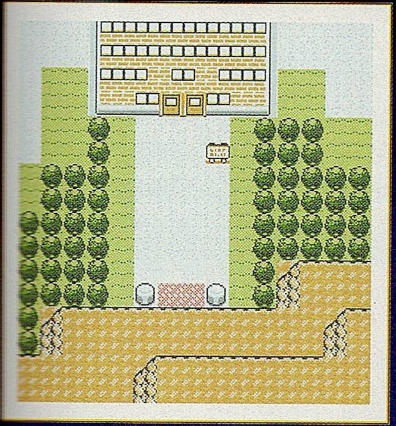
Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Golbat			Golbat		
Graveler			Graveler		
Onix			Onix		
Rhyhorn			Rhyhorn		

Indigo Plateau

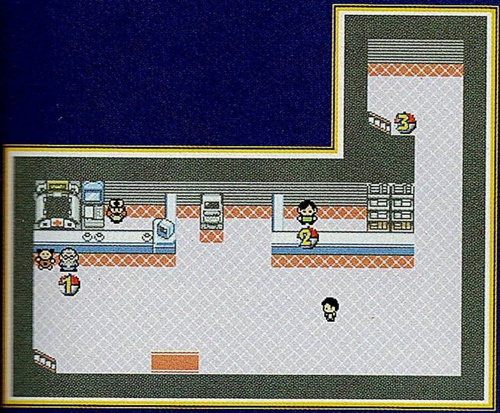
MON. WED. R

Indigo Plateau, headquarters for the Pokémon League, is where young Trainers come to test their skill(s) against the Elite Four and the latest Champion. As the sign outside says, this is a Trainer's ultimate goal. To enter, you must have all eight badges from either the Kanto or the Johto Regions and even then, that won't guarantee that you're ready for the challenges that await.

Indigo Plateau (Outside)



Indigo Plateau (Inside)



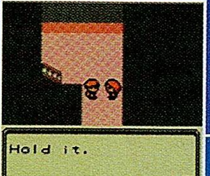
Pokémon Mart

Ultra Ball: Ball	₽1200
Max Repel: Repel	₽700
Hyper Potion: Potion	₽1200
Max Potion: Potion	₽2500
Full Restore: Restore	₽3000
Revive: Revive	₽1500
Full Heal: Heal	₽600

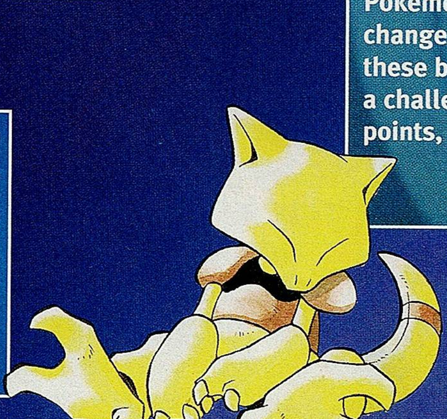
1 Feel a pressing urge to return home and train some more? Talk to this gentleman and he'll arrange to have his Abra teleport you home in a jiffy.

2 Before you take on the Elite Four, stock up on supplies at the Pokémon Mart counter. The Indigo Plateau store has the largest supply of potions and remedies in either region. If you're looking for the strongest potions you can buy, come here. Make sure you take enough Revives, Full Heals, Hyper Potions, Full Restores, and the like to get you through the next five battles. You won't be able to return to the Pokémon Center or the Pokémon Mart, while you're in the Elite Four Chambers, so prepare now.

3 After you defeat your Rival for the last time at Mt. Moon, re-challenge him here at the steps to the Elite Four every Monday and Wednesday. Expect more of the same: his Pokémon lineup doesn't change, just their levels. Use these battles when you need a challenge, more experience points, or money!


Hold it.

Remember, this event takes place only on Mondays and Wednesdays—and only after you defeat your Rival at Mt. Moon in the Kanto region!



Facing the Elite Four: Preparation

As in *Pokémon Red*, *Blue*, and *Yellow*, your success against the Elite Four is determined by what you've put into the game. It's just as possible to defeat the Elite Four with a well-balanced group of L30 to L40 Pokémon as it is with a couple of L50+ Pokémon. The strategies you employ depend largely on the team you assemble for this event.

And now a few words in favor of a well-balanced team: The opposing Pokémon come in a wide variety of type, strength, and power. Will, the first of the Elite Four, favors Psychic-type Pokémon; Karen, the fourth of the four, likes Dark Pokémon. Koga favors Poison and Bug types, and Bruno relies on Fighting-type Pokémon. Within each Trainer's favorite category, you'll find even more variation. Karen's Dark Pokémon range from the all-Dark Umbreon to the Dark-Flying Murkrow and the Dark-Fire Houndoom.

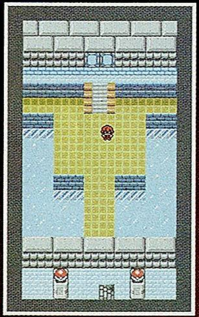
As you challenge each Trainer, you may find that one Pokémon works well against half your opponent's team, but not as good against the rest. A well-balanced team allows you to adjust your tactics to suit the situation. And because you can match strengths against weaknesses, it also allows you to use a Pokémon that is a few levels lower than your opponent's. It's a good idea to have representatives of all major Pokémon types in your active party, ready to go. What follows are some recommendations.

Name	Type
Typlosion	Fire
Feraligatr	Water
Ampharos	Electric
Ho-oh	Fire-Flying
Lugia	Psychic-Flying
Espeon	Psychic
Umbreon	Dark
Jynx	Ice-Psychic
Graveler	Rock-Ground
Machoke	Fighting
Lapras	Ice-Water
Magneton	Electric-Steel

Before you walk up the stairs and begin your first battle, check your inventory and make sure you have enough Hyper Potions, Full Heals, and Revives to get you through each of the five battles ahead. If money is no object, 10 Full Restores is a purchase that won't go to waste. Full Restore heals both HP and Status Anomalies, saving you the loss of an extra battle round. If you depend on the attacks of one or two Pokémon, take along any Ethers or Elixirs you may have found on your journeys so you can recover the PP of favorite attacks.

Next, check to see which items (if any) you have attached to your Pokémon. Ideally, you'll give your Pokémon items to help them in the battles ahead. If you haven't been using Pokémon tokens, now is a good time to start. Give Charcoal to your main Fire Pokémon, Mystic Water to your Water Pokémon, and so on. If in doubt, use Quick Claw to increase your Pokémon's chances of attacking first or Amulet Coin to increase your winnings at the end of each round. Finally, *save your game!*

Elite Four Battle: Will



Will of the Elite Four battles mostly with Psychic hybrid-type Pokémon. This makes it easy to attack each Pokémon's secondary type if you don't have a Pokémon that can take out a Psychic type easily. Use Fire against Exeggutor and Jynx, and Electric against the two Xatu and Slowbro. It's easy to foil Psychic Pokémon with Bug, Ghost, and Dark moves, so use 'em if you have 'em.

On the defensive side, the Psychic move that Will's Pokémon have in common does the most damage to Fighting- and Poison-type Pokémon and the least to Psychic and Steel Pokémon. Psychic moves have no effect on Dark Pokémon. Keep in mind, however, that if you put a Dark Pokémon such as Umbreon, or anything Psychic is weak against, into battle, Will's Pokémon will likely resort to their other moves.

Battle Pokémon

Xatu ♂ L40	Jynx ♀ L41	Exeggutor ♂ L41	Slowbro ♂ L41	Xatu ♂ L42
Psychic-Flying	Ice-Psychic	Grass-Psychic	Water-Psychic	Psychic-Flying
Quick Attack	Double Slap	Reflect	Curse	Quick Attack
Future Sight	Lovely Kiss	Leech Seed	Amnesia	Future Sight
Confuse Ray	Ice Punch	Egg Bomb	Body Slam	Confuse Ray
Psychic	Psychic	Psychic	Psychic	Psychic

Recommended Pokémon Types

Dark
Fire
Electric

TIP

Looking for an ultimate Pokémon to take against the Elite Four? How about a Psychic Pokémon with both Psychic and Dark moves? It can't be done, you say? Take the Eevee that Bill gives you when you meet up with him at his family's house in Goldenrod City and level it up to L30. At that point it learns the move Bite, a Dark attack that carries with it a 30 percent chance of Flinch. Then do everything you can think of to make it love and trust you (feeding it tons of HP UP, Carbos, Iron, and the like is an expensive-but-quick way to achieve this) before the Pokémon levels up to L36. The catch is that you must do all this during the daytime, so your Eevee will turn into an Espeon. And you *must* evolve your Eevee before it reaches L36 so it learns the Psychic attack Psybeam. Espeon that Bite can take out most of the Pokémon that the first three of the Elite Four put in front of it!

Elite Four Battle: Koga

Three years ago, Koga ran the Gym in Fuchsia City using Bug and Poison Pokémon, much as he does now. But the Pokémon he uses today are newer and maybe stronger. The key to this battle is to use Psychic moves on the Poison-types and Fire on the Bugs. Strike opponent Pokémon hard and heavy to prevent them from Confusing or Poisoning your Pokémon. If your Pokémon do end up Poisoned or Confused, think hard before wasting a turn to heal them. With the right Pokémon, this will be a quick battle and you can heal them after it ends and before the next one begins.

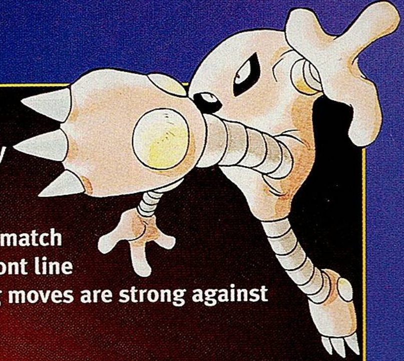
Battle Pokémon

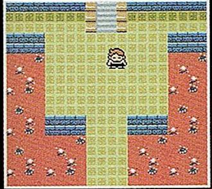
Ariados ♂ L40	Venomoth ♂ L41	Forretress ♂ L43	Muk ♂ L42	Crobat ♂ L44
Bug-Poison	Bug-Poison	Bug-Steel	Poison	Poison-Flying
Double Team	Supersonic	Protect	Minimize	Double Team
Spider Web	Gust	Swift	Acid Armor	Quick Attack
Baton Touch	Psychic	Explosion	Sludge Bomb	Wing Attack
Giga Drain	Toxic	Spikes	Toxic	Toxic

Recommended Pokémon Types

Fire
Psychic

Elite Four Battle: Bruno





Fighting Bruno is like taking on all of the Cianwood City Gym at once. Bruno's entire force, except one, is comprised of pure Fighting Pokémon. These are easy to defeat with Psychic or Flying Pokémon. For the Onix, switch to your favorite Water or Grass Pokémon.

Because of the damage the opposing Pokémon can inflict, you'll want to match strengths and weaknesses defensively. In other words, don't put Jynx on the front line to take care of Hitmonlee. One Hi Jump Kick will wipe her out (because Fighting moves are strong against Ice Pokémon)!

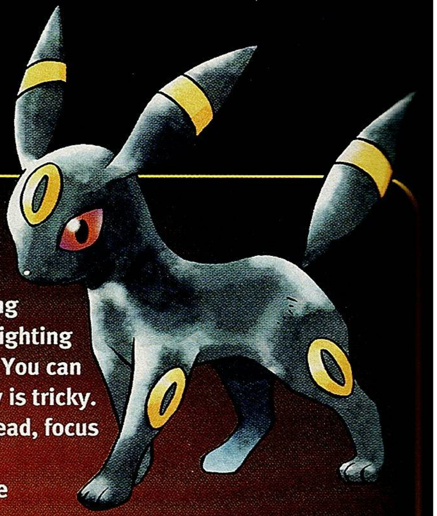
Battle Pokémon

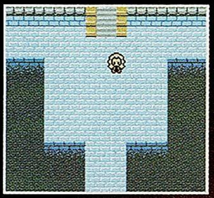
Hitmontop♂ L42	Hitmonlee ♂ L42	Hitmonchan ♂ L42	Onix ♂ L43	Machamp ♂ L46
Fighting	Fighting	Fighting	Rock-Ground	Fighting
Pursuit	Swagger	Thunderpunch	Bind	Rock Slide
Quick Attack	Double Kick	Ice Punch	Earthquake	Foresight
Dig	Hi Jump Kick	Fire Punch	Sandstorm	Vital Throw
Foresight	Mach Punch	Rock Slide	Cross Chop	

Recommended Pokémon Types

Psychic
Flying
Water
Grass

Elite Four Battle: Karen





Karen's Dark Pokémon should be the first bunch that sends you scrambling for reinforcements. No one Pokémon will fare extremely well against all her Pokémon, so expect to handle each individually. For Umbreon, consider using a Fighting Pokémon, because they remain strong against Umbreon's Dark attacks while dishing out twice the damage. A Fighting Pokémon also will do well against Houndoom, as will a Water Pokémon. You can easily use Psychic Pokémon against Vileplume and Gengar, but Murkrow is tricky. Both Fighting and Bug attacks are worthless against Murkrow because of its dual nature. Instead, focus on the Flying side of Murkrow and attack it with Electric attacks.

And don't worry if you find yourself struggling in this battle. Of the Elite Four, Karen is the hardest to defeat. Unfortunately, the Champion is even harder!

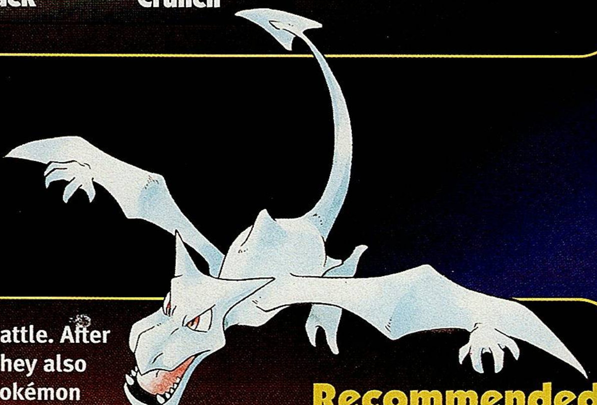
Battle Pokémon

Umbreon ♂ L42	Vileplume ♀ L42	Gengar ♀ L45	Murkrow ♀ L44	Houndoom ♀ L47
Dark	Grass-Poison	Ghost-Poison	Dark-Flying	Dark-Fire
Sand-Attack	Stun Spore	Lick	Quick Attack	Roar
Confuse Ray	Acid	Spite	Whirlwind	Pursuit
Faint Attack	Moonlight	Curse	Pursuit	Flamethrower
Mean Look	Petal Dance	Destiny Bond	Faint Attack	Crunch

Recommended Pokémon Types

Fighting

Psychic



Elite Four Battle: Lance

On the surface, this seems like it should be an easy battle. After all, every Pokémon is a Flying-type. But look closer: they also share Hyper Beam. Many consider this the ultimate Pokémon skill. It is extremely strong and powerful. The good news, however, is that it causes the casting Pokémon to lose its next attack round. If your Pokémon can survive a blast, they have a chance to strike back hard while their opponent is resting.

Strategies for this battle resemble those you used to defeat Clair in the Blackthorn City Gym. Use Ice against the Dragonite, or the Dragon-type moves of a non-Dragon Pokémon. For the rest, use strong Electric-type attacks.

Recommended Pokémon Types

Psychic

Flying

Water

Grass

Battle Pokémon

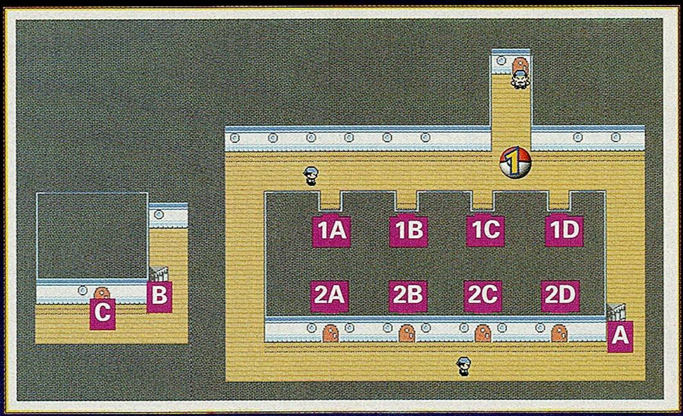
Gyarados ♂ L44	Dragonite ♂ L47	Dragonite ♂ L47	Aerodactyl ♂ L46	Charizard ♂ L46	Dragonite ♂ L50
Water-Flying	Dragon-Flying	Dragon-Flying	Rock-Flying	Fire-Flying	Dragon-Flying
Flail	Quick Attack	Quick Attack	Wing Attack	Flamethrower	Fire Blast
Rain Dance	Twister	Twister	Ancient Power	Wing Attack	Safeguard
Surf	Thunder	Blizzard	Rock Slide	Slash	Outrage
Hyper Beam	Hyper Beam	Hyper Beam	Hyper Beam	Hyper Beam	Hyper Beam

S.S. Aqua

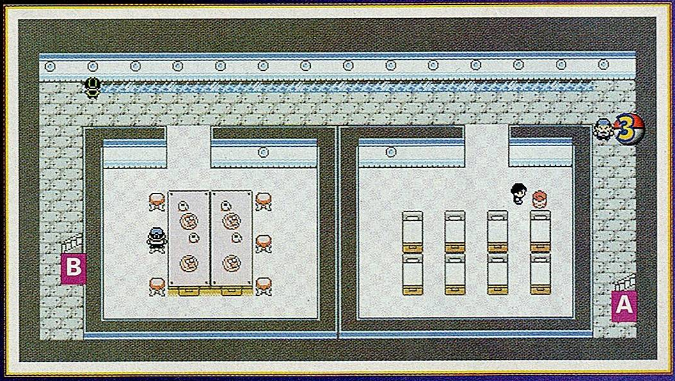
SUN. MON. WED. FRI.

The Fast Ship S.S. Aqua *is a jet-powered vessel that shuttles Pokémon Trainers between Olivine City in Johto and Vermilion City in Kanto. While you're on board, you may challenge the other Trainers to pass the time or just take a nap in your stateroom. When you awaken, you'll find the ship has docked at your destination port. You may travel from Olivine City to Vermilion City on Mondays and Fridays and from Vermilion City to Olivine City on Sundays and Thursdays. All you need to travel is the S.S. Ticket you get from Prof. Elm when you defeat the Elite Four.*

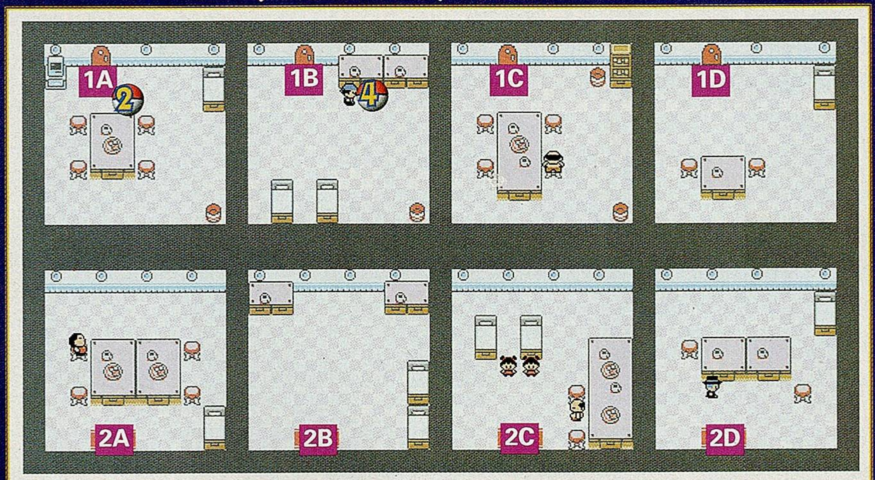
Floor 1F



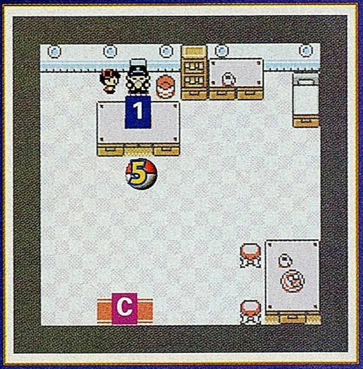
Floor B1



Floor 1F (Rooms)



Captain's Room



NOTE

Match the lettered boxes on the maps to see where a staircase or transporter will lead.

Items

1. Metal Coat

1

On your first ride to Kanto, your boarding is interrupted by a frantic grandfather. His young granddaughter is missing and he's looking for someone to find her. Accept the task and you'll get a very handsome reward.

2

Room 1A is your very own stateroom, complete with bed and PC. You'll get the same room every time you sail on the S.S. *Aqua*, so remember where it is. Your trip on board the S.S. *Aqua* lasts as long as you like. To end it, you must take a nap in the bed in your stateroom. This ensures you plenty of time to defeat all the Trainers on board before you disembark!

3 After you defeat all the Pokémon Trainers in the first-floor staterooms, head downstairs. A Sailor is looking for his shipmate, who he thinks is goofing off somewhere. Check all the staterooms again!

4 Stanly, the slacker Sailor, is hiding out in Room 1B, right next to your own room! When you defeat him in a Pokémon battle, he'll return to work. Now you can explore Floor B1.

5 You find the elderly Gentleman's granddaughter in the Captain's Room, trying to get the Captain to play with her. Let her know that her Grandpa is worried and she'll run off. Now return to their stateroom and collect your reward, the Metal Coat. When you attach this Item to certain Pokémon (like Onix or Scyther) and trade them over a Game Link, it causes them to evolve into a new form!

Trainer Information: First Trip from Olivine to Vermilion

Trainer's Name	Type	Pokémon 1	Pokémon 2	Pokémon 3
Noland	Hiker	Sandslash L31	Golem L33	—
Colin	Poké Fan	???	—	—
Meg & Peg	Twins	???	???	—
Lyle	Firebreather	Koffing L28	Flareon L31	Koffing L28
Stanly	Sailor	Machop L31	Machoke L33	Psyduck L26
Fritz	Juggler	Mr. Mime L29	Magmar L29	Machoke L29
Jeff	Sailor	Raticate L32	Raticate L32	—
Debra	Picnicker	Seaking L33	—	—

Trainer Information: Olivine to Vermilion Trips

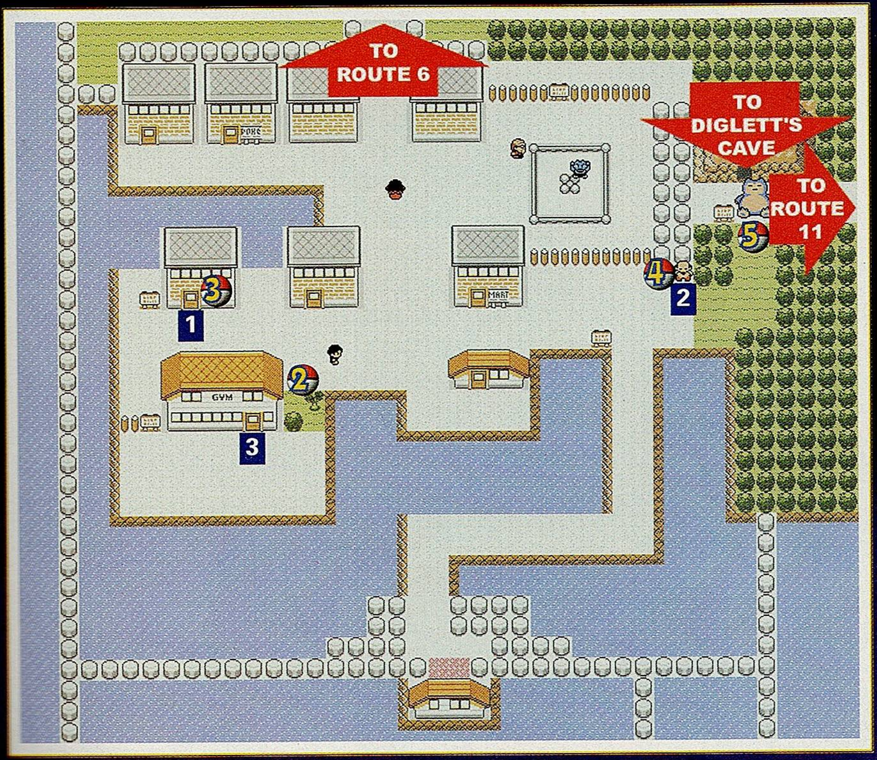
Room	Trainer's Name	Type	Pokémon 1	Pokémon 2	Pokémon 3	Pokémon 4
1B	Edward	Gentleman	Persian L33	—	—	—
1D	Carol	Cool Trainer	Electrode L35	Starmie L35	Ninetales L35	—
1D	Sean	Cool Trainer	Flareon L35	Tangela L35	Tauros L35	—
2B	Cassie	Beauty	Vileplume L28	Butterfree L34	—	—
2C	Rodney	Psychic	Drowzee L29	Hypno L33	—	—
2D	Sean	Super Nerd	Magnemite L31	Muk L33	Magnemite L31	—
B1	Jonah	Fisher	Shellder L25	???	???	Cloyster L29
B1	Garrett	Sailor	Kingler L34	—	—	—
B1	Wai	Black Belt	Machoke L30	Machoke L32	Machoke L34	—

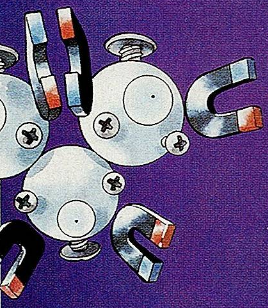
Trainer Information: Vermilion to Olivine Trips

Room	Trainer's Name	Type	Pokémon 1	Pokémon 2	Pokémon 3	Pokémon 4	Pokémon 4
1B	Corey	Burglar	Koffing L25	Magmar L28	Koffing L25	Koffing L30	—
1D	Ethan	Pokémaniac	Rhyhorn L31	Rhydon L31	—	—	—
2A	Ken	Bug Catcher	Ariados L30	Pinsir L32	—	—	—
2B	Clyde	Guitarist	Electabuzz L34	—	—	—	—
2C	Jeremy	Poké Fan	Meowth L28	Meowth L28	Meowth L28	—	—
2C	Georgia	Poké Fan	Sentret L23	Sentret L23	Sentret L23	Sentret L23	Furret L28
B1	Kenneth	Sailor	Machop L28	Machop L28	Poliwrath L28	Machop L28	—
B1	Shirley	Teacher	Jigglypuff L35	—	—	—	—
B1	Nate	Schoolboy	Ledian L32	Exeggutor L32	—	—	—
B1	Ricky	Schoolboy	Aipom L32	Ditto L32	—	—	—

Vermilion City

Vermilion is your first port of call when you travel to Kanto properly. If you've played Pokémon Red, Blue, *or* Yellow, *look around and see what's changed in the three years since then.*





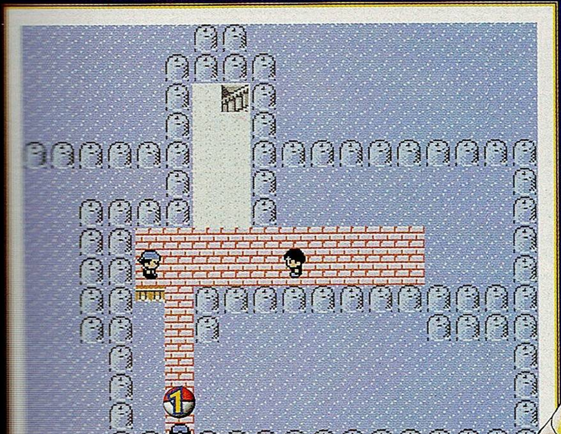
Items

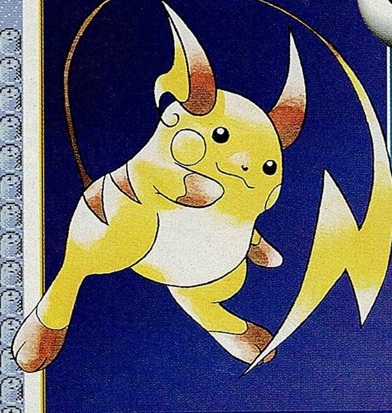
1. Rare Candy; Lost Property (Clefairy Poké Doll)
2. HP Up
3. Thunderbadge

Pokémon Mart

Ultra Ball:	₽1200
Super Potion:	₽700
Hyper Potion:	₽1200
Revive:	₽1500
Parlyz Heal:	₽200
Awakening:	₽250
Burn Heal:	₽250
Liteblue Mail:	₽50

Vermilion City Harbor





1 If you want to return home to Johto, you must wait until the S.S. *Aqua* sets sail on Sundays and Wednesdays. On other days, you must find another mode of transportation.

NOTE Match the lettered boxes on the maps to see where a staircase or transporter will lead.

2 Use Cut to reach the entrance of the Vermilion City Gym. You'll find the traps there already tripped and you can go right into Lt. Surge's office. The Vermilion City Gym honors Electric-type Pokémon, so dust off your Ground Pokémon. Trainers and Gym Leaders are stronger here, so prepare, and check the Trainer Information table. After you defeat Lt. Surge (and after defeating the Elite Four, you should be able to defeat *anyone*!), you get the Thunder Badge and a boost of Speed for all your Pokémon.

3 At the Pokémon Fan Club, Pokémaniacs from all over Kanto come to compare notes about their Pokémon. The Chairman goes on about his favorite Pokémon (Rapidash) for hours. If you listen to him, he'll give you a piece of Rare Candy!

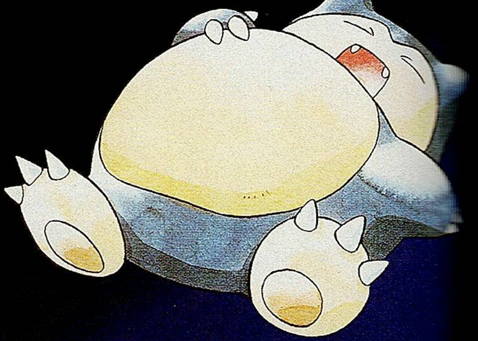
4 This gentleman likes to brag about the power of the Kanto Gym Leaders. After you collect all eight Kanto Badges, talk to him and he'll give you an HP Up to celebrate!

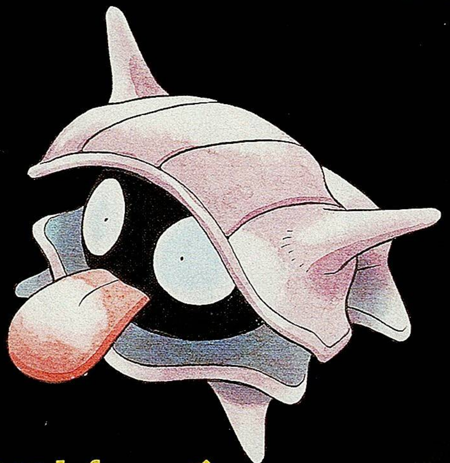
5 A Snorlax blocks the path to Diglett's Cave and Route 11. Until you can moves this behemoth, the only way out of town lies to the north. As far as the Snorlax goes, you need a Poké Flute (or something that sounds like a Poké Flute). If you go to the Radio Tower in Lavender Town, you might be able to get an Expn. Card for your Radio. One Kanto channel plays Poké Flute music day and nite. Perhaps you can use that to wake the sleeping Snorlax.

6 After you solve the problem at the Power Plant, talk to Copycat in Saffron City and she'll tell you her sad story: She lost her Clefairy Poké Doll on a trip to Vermilion City. Talk to the Clefairy Fan at the Pokémon Fan Club and he'll admit he found Copycat's Clefairy Doll. Explain the situation, and you can take the lost doll to its rightful owner!

NOTE

Remember, you may find other Pokémon in the waters of Vermilion City!





Wild Pokémon

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Magikarp			Magikarp		
Shellder			Shellder		
Tentacool			Tentacool		
Tentacruel			Tentacruel		

When Snorlax wakes up, he hears the Poké Flute on your PokéGear.

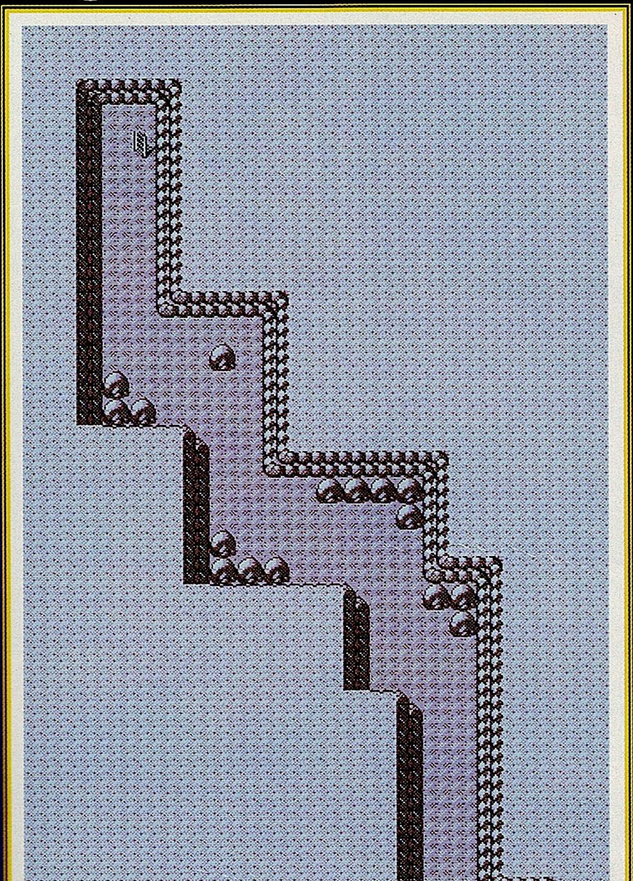
Trainer Information

Trainer's Name	Type	Pokémon 1	Pokémon 2	Pokémon 3	Pokémon 4	Pokémon 5
Horton	Juggler	Electrode L33	Electrode L33	Electrode L33	Electrode L33	—
Gregory	Gentleman	Pikachu L37	Flaaffy L33	—	—	—
Vincent	Guitarist	Magnemite L32	Voltorb L33	Magnemite L32	Magnemite L32	—
Lt. Surge	Gym Leader	Raichu L44	Electrode L40	Magneton L40	Electrode L40	Electabuzz L46

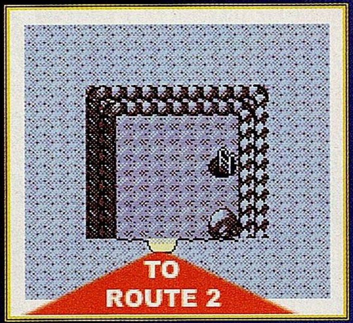
Diglett's Cave

Again, this long twisting tunnel is the only place where you can pick up a Diglett and a Dugtrio. To enter and travel to Route 2, you first must moves the Snorlax blocking the way. You need a Poké Flute (or reasonable facsimile). Have you heard about Lavender Town's new Radio Tower? Perhaps they have Poké Flute recordings...

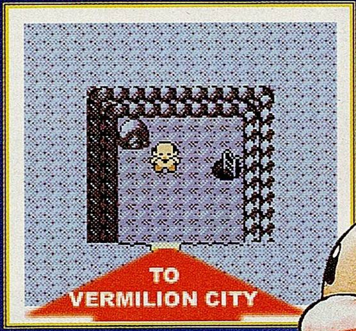
Diglett's Cave

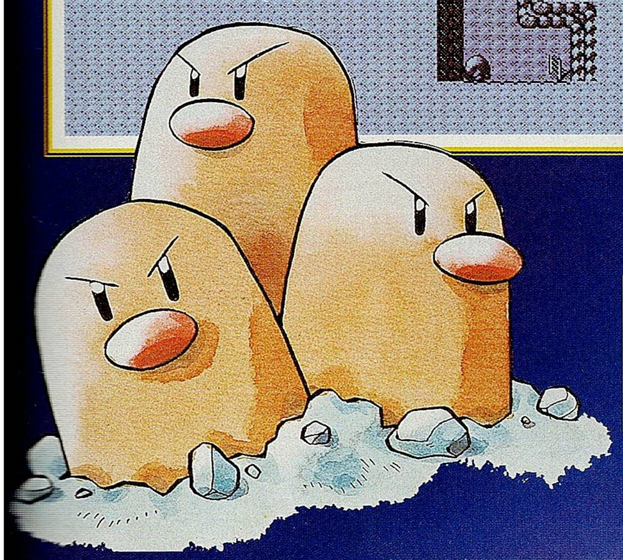


North Entrance



South Entrance



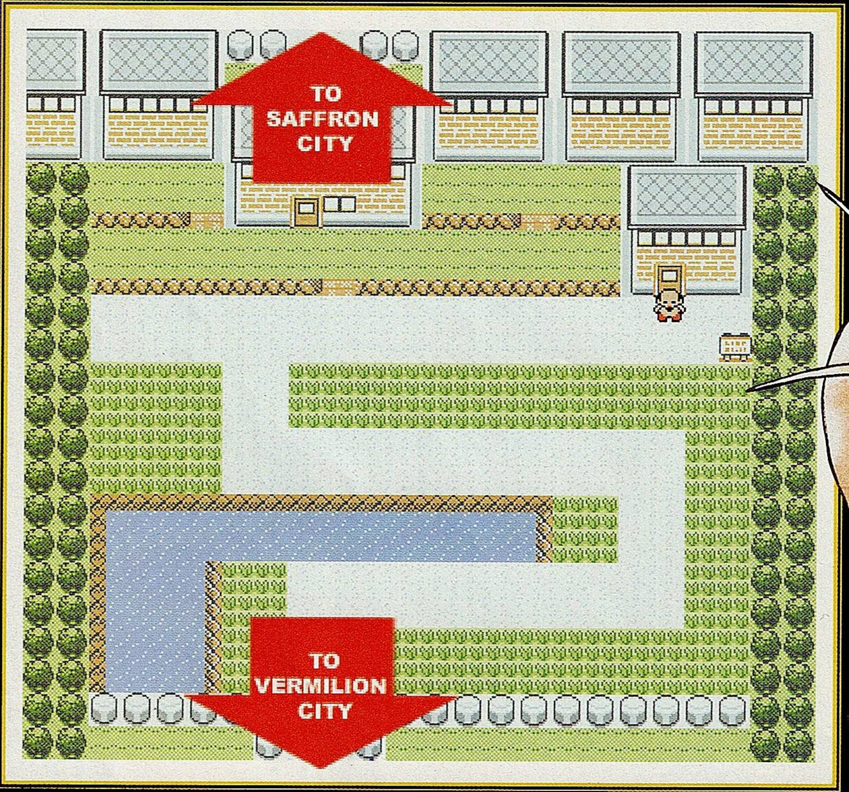


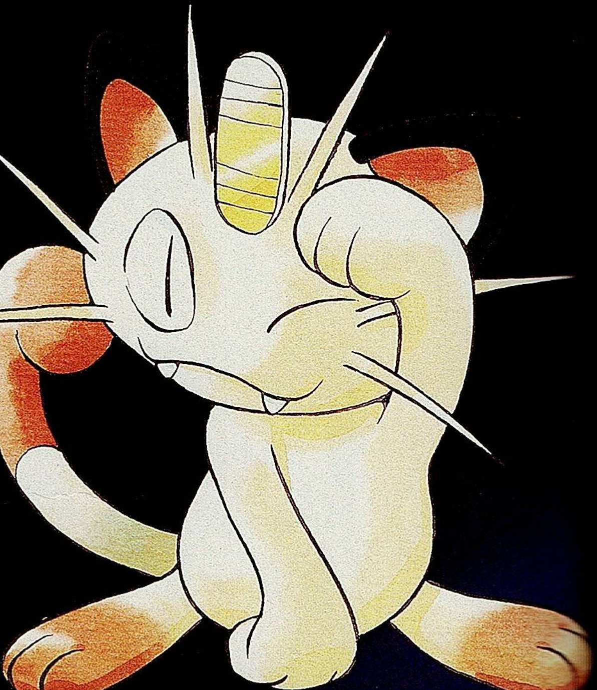
Diglett's Cave

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Diglett			Diglett		
Dugtrio			Dugtrio		

Route 6

This route is unprotected—your first clue to the many changes in Kanto. The Vermilion–Cerulean Underground Passage is closed until further notice—or until someone solves the power supply problem.



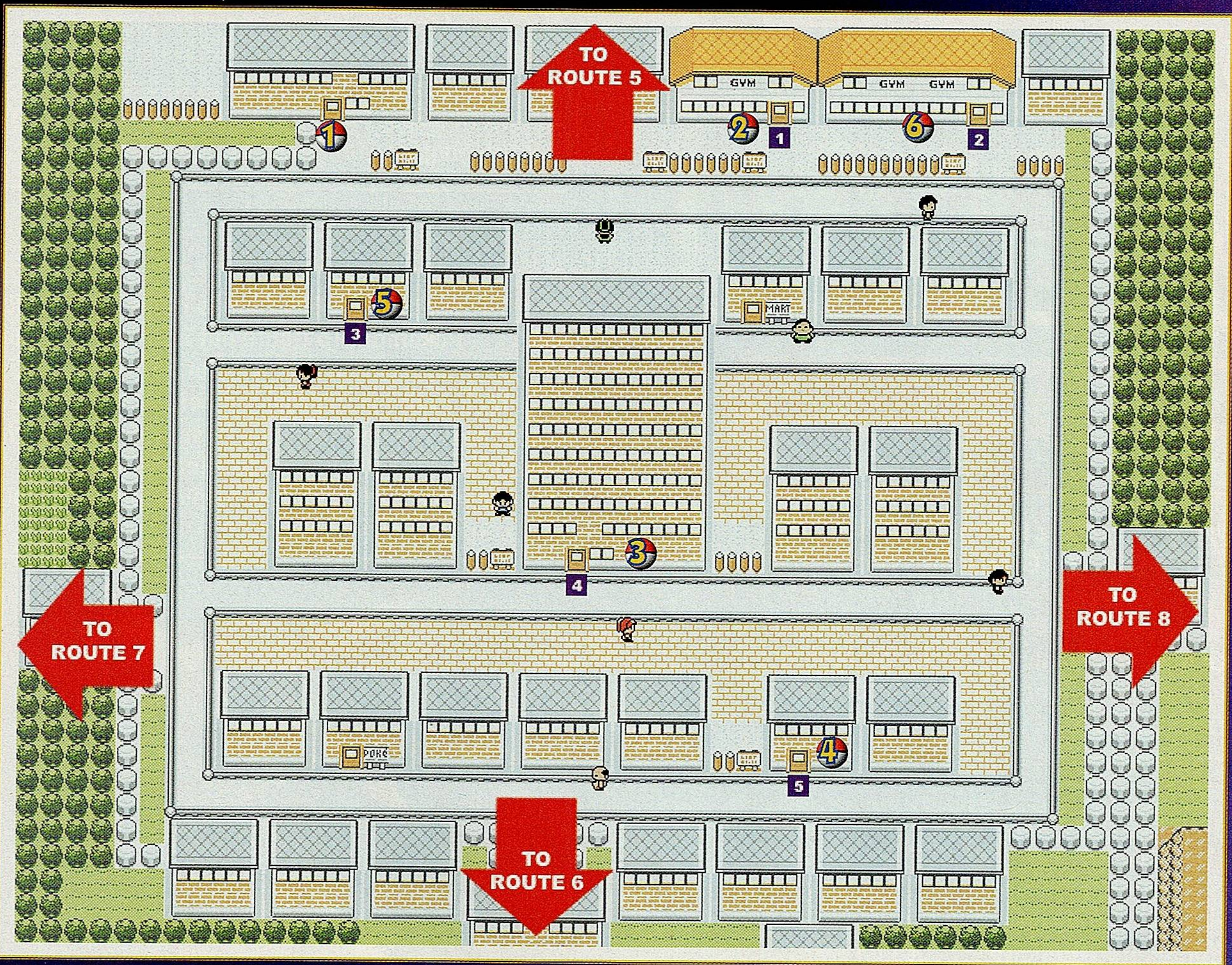


Wild Pokémon

<table>
<tr><th colspan="3">Gold</th><th colspan="3">Silver</th></tr>
<tr><th>Morning</th><th>Day</th><th>Nite</th><th>Morning</th><th>Day</th><th>Nite</th></tr>
<tr><td colspan="3">Abra</td><td colspan="3">Abra</td></tr>
<tr><td colspan="3">Bellsprout</td><td colspan="3">Bellsprout</td></tr>
<tr><td colspan="3">Magnemite</td><td colspan="3">Magnemite</td></tr>
<tr><td></td><td></td><td></td><td colspan="3">Meowth</td></tr>
<tr><td></td><td></td><td>Oddish</td><td></td><td></td><td>Oddish</td></tr>
<tr><td colspan="2">Pidgey</td><td></td><td colspan="2">Pidgey</td><td></td></tr>
<tr><td colspan="3">Golduck</td><td colspan="3">Golduck</td></tr>
<tr><td colspan="3">Magikarp</td><td colspan="3">Magikarp</td></tr>
<tr><td colspan="3">Poliwag</td><td colspan="3">Poliwag</td></tr>
<tr><td colspan="3">Psyduck</td><td colspan="3">Psyduck</td></tr>
</table>

Saffron City

Vermilion is your first port of call when you travel to Kanto properly. If you've played* Pokémon Red, Blue, *or* Yellow, *look around and see what's changed in the three years since then.



Items

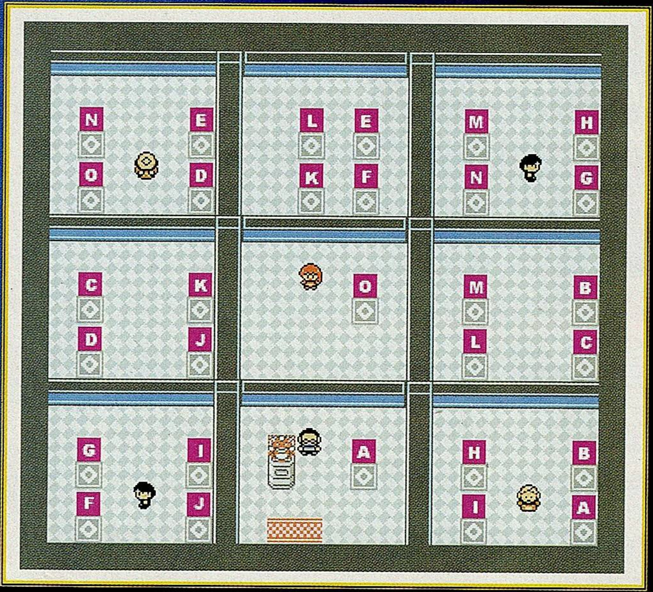
1. Focus Band
2. Marshbadge
3. Pass
4. Up-Grade
5. TM29 (Psychic)

Pokémon Mart

Great Ball	₽600
Ultra Ball	₽1200
Hyper Potion	₽1200
Max Potion	₽2500
Full Heal	₽600
X Attack	₽500
X Defend	₽550
Flower Mail	₽50

1 The Magnet Train runs between Saffron City in Kanto and Goldenrod City in Johto, shuttling citizens from town to town in minutes. To ride on this marvel of engineering, you must solve the problem at the Power Plant (a piece of the generator has been stolen!) and get a Pass. Then you can ride this train between the two cities as often as you like, whenever you like.

Inside the Saffron City Gym



NOTE Match the lettered boxes on the maps to see where a staircase or teleporter lead.

2 The Fighting Dojo split off from the Saffron City Gym a few years ago. Now it's going through a dry spell because its Leader, Karate King Kiyo, is off on a training trip. To see him, you must journey to Mt. Mortar and explore the basement floor. Meantime, pick up the Focus Band.

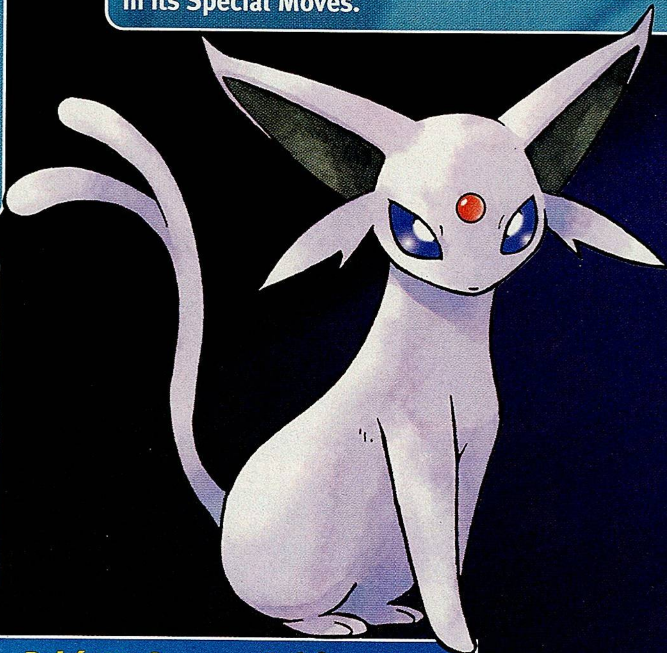
3 Since the trouble with Team Rocket a few years ago, the Silph Co. has instituted security measures to make sure visitors don't go where they aren't allowed. Even though you can't explore the offices, you can still visit and get a special souvenir.

The Up-Grade item upgrades your Porygon. Just attach it to the Porygon and then trade it over the Game Link.

4 Mr. Psychic knows you want TM29 (Psychic). Visit his house and he'll give it to you!

5 Once you solve the problem at the Power Plant, talk to Copycat on the second floor of this house (the staircase is against the back wall). She lost a beloved toy in Vermilion City and is hoping someone will find it for her. Return this Lost Property (a Clefairy Poké Doll) to get the Magnet Train Pass for a reward!

6 The Saffron City Gym is home to Psychic Pokémon. To figure out how to reach the room where Gym Leader Sabrina waits, just look at the map provided here. Dark-, Bug-, and Ghost-type moves work best to defeat Psychic Pokémon. When you beat Sabrina, you win the Marshbadge, which gives your Pokémon a boost in its Special Moves.

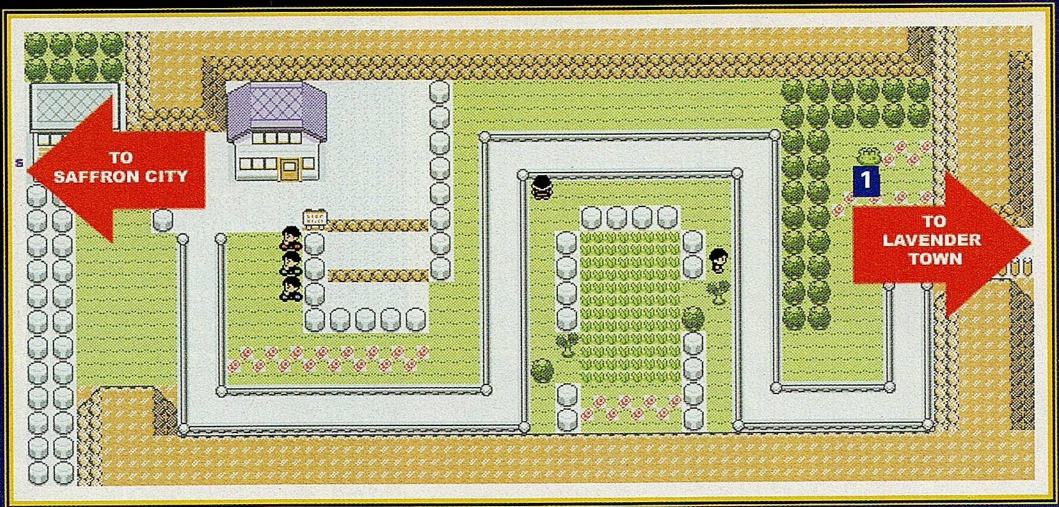


Trainer Information

Trainer's Name	Type	Pokémon 1	Pokémon 2	Pokémon 3
Franklin	Psychic	Kadabra L37	—	—
Rebecca	Medium	Drowzee L35	Hypno L35	—
Jared	Psychic	Mr. Mime L32	Exeggcute L32	Exeggcute L35
Doris	Medium	Slowpoke L34	Slowbro L36	—
Sabrina	Gym Leader	Espeon L46	Mr. Mime L46	Alakazam L48

Route 8

The group of Bikers (called the Kanto Pokémon Federation) may have something to do with the closing of the east–west underground passage. You'll have to fight them eventually (especially if you decide to walk from Lavender Town to Saffron City), so get it over with now. Route 8 is the only place where you can catch Kadabra and Haunter in the wild, so be sure to pick up one of each while you're here.



NOTE

The underground passage between Lavender Town and Celadon City is closed permanently due to the fights that were taking place there.

Items

1. Przcureberry

Wild Pokémon (Whirl Islands B1)

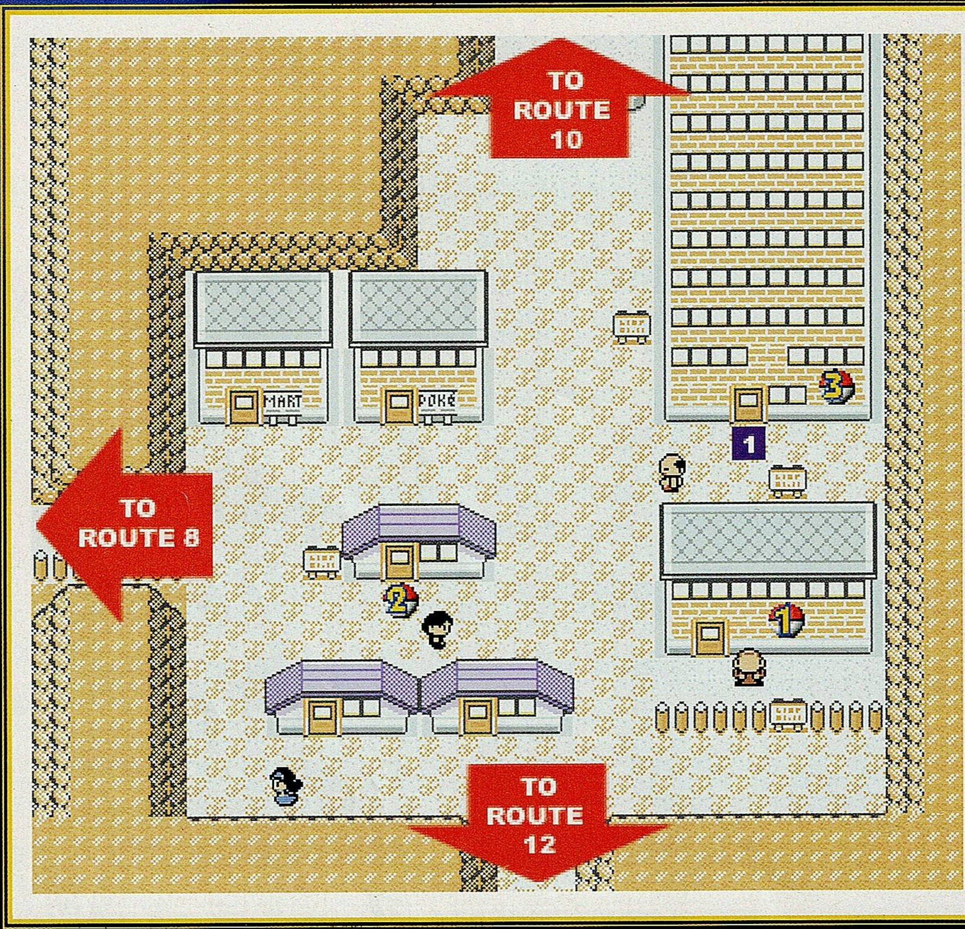
Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Abra	Abra	Abra	Abra	Abra	Abra
Growlithe	Growlithe	Growlithe			
		Haunter			
Kadabra	Kadabra	Kadabra	Kadabra	Kadabra	Kadabra
			Meowth	Meowth	Meowth
		Noctowl			Noctowl
Pidgeotto	Pidgeotto	Pidgeotto	Pidgeotto		
			Vulpix	Vulpix	Vulpix

Trainer Information

Trainer's Name	Type	Pokémon 1	Pokémon 2	Pokémon 3	Pokémon 4
Dwayne	Biker	Koffing L27	Koffing L28	Koffing L29	Koffing L30
Harris	Biker	Flareon L34	—	—	—
Zeke	Biker	Koffing L32	Koffing L32	—	—
Sam	Super Nerd	Grimer L34	Muk L34	—	—
Tom	Super Nerd	Magnemite L32	Magnemite L32	Magnemite L32	—

Lavender Town

Over the past three years, Pokémon Tower contents have been moved to smaller quarters and a Radio Station has taken over the tower building. Other than that, not much has changed. Mr. Fuji still helps out Pokémon in need, and the Name Rater can still help you with those bad name choices!



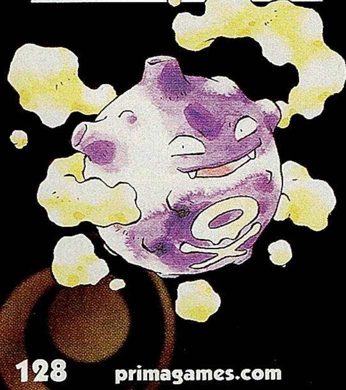
1 The Soul House contains the graves of beloved Pokémon who have passed on. Mr. Fuji is curator and asks that you pay your respects to the departed souls of the Pokémon buried there. For those familiar with Lavender Town from *Pokémon Red*, *Blue*, or *Yellow*, the Soul House is the new location of Pokémon Tower.

2 Visit the Name Rater if you must change your Pokémon's names. You may change only the names of Pokémon you've caught yourself. You can't change those you traded from friends or others in the game!

3 The Radio Tower in Lavender Town is a new addition to the Kanto region, but it's offline while the Power Plant has generator problems. After the problem is fixed, talk to the Music Director and he'll give you a free Expn. Card so you can tune in to Kanto's radio broadcasts.

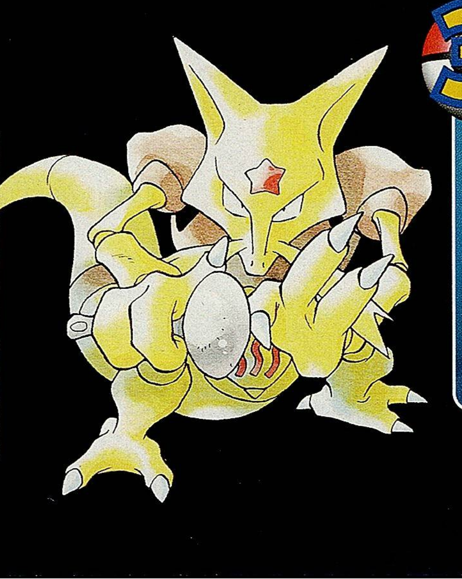
Items

1. Expn. Card



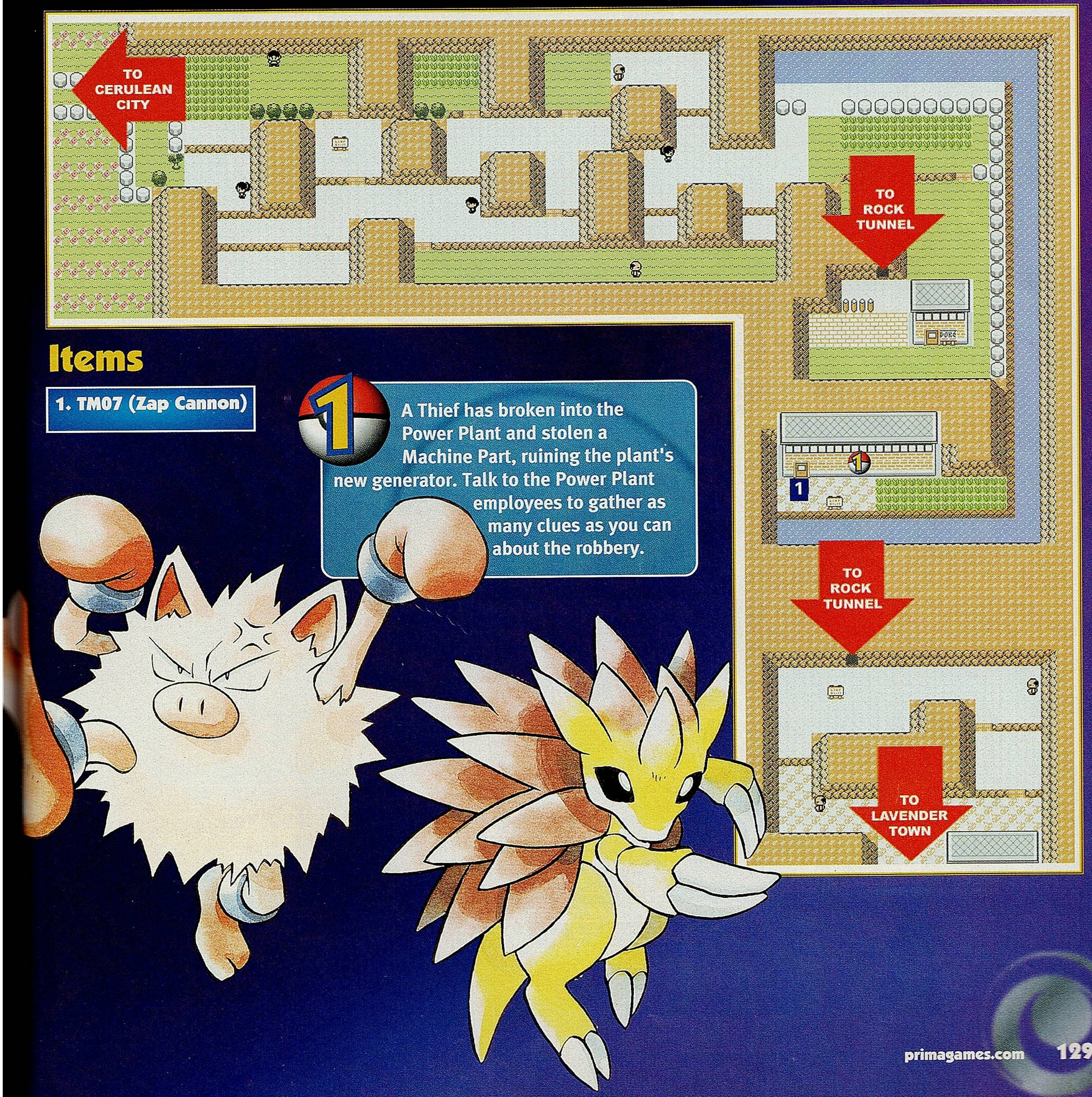
Pokémon Mart

Great Ball	₽600
Potion	₽300
Super Potion	₽700
Max Repel	₽700
Antidote	₽100
Parlyz Heal	₽200
Awakening	₽250
Burn Heal	₽250



Routes 9 and 10

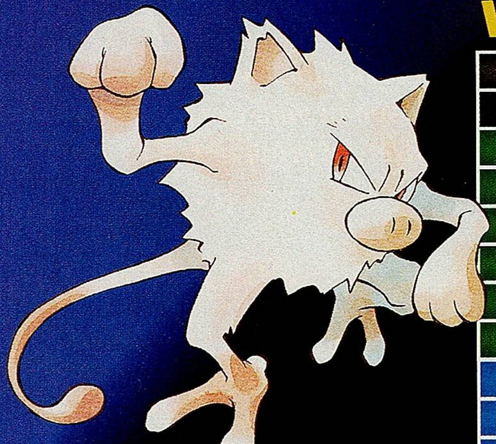
Routes 9 and 10 form the scenic route between Lavender Town and Cerulean City. On Route 9 you'll find the reconditioned Power Plant. Talk to the Manager to learn the reason behind the power outage that's shut down the Magnet Train and Tower. Perhaps you can help solve the problem!


TO CERULEAN CITY
TO ROCK TUNNEL
POKé
1
TO ROCK TUNNEL
TO LAVENDER TOWN

Items

1. TM07 (Zap Cannon)

1 A Thief has broken into the Power Plant and stolen a Machine Part, ruining the plant's new generator. Talk to the Power Plant employees to gather as many clues as you can about the robbery.



Wild Pokémon (Route 9)

<table>
<tr><th colspan="3">Gold</th><th colspan="3">Silver</th></tr>
<tr><th>Morning</th><th>Day</th><th>Nite</th><th>Morning</th><th>Day</th><th>Nite</th></tr>
<tr><td colspan="2">Fearow</td><td></td><td colspan="3">Fearow</td></tr>
<tr><td colspan="3">Mankey</td><td></td><td colspan="2">Mankey</td></tr>
<tr><td colspan="3">Primeape</td><td></td><td colspan="2">Primeape</td></tr>
<tr><td colspan="3">Raticate</td><td colspan="3">Raticate</td></tr>
<tr><td colspan="3">Rattata</td><td colspan="3">Rattata</td></tr>
<tr><td colspan="2">Spearow</td><td></td><td colspan="2">Spearow</td><td></td></tr>
<tr><td colspan="3">Goldeen</td><td colspan="3">Goldeen</td></tr>
<tr><td colspan="3">Magikarp</td><td colspan="3">Magikarp</td></tr>
<tr><td colspan="3">Seaking</td><td colspan="3">Seaking</td></tr>
</table>

Wild Pokémon (Route 10)

<table>
<tr><th colspan="3">Gold</th><th colspan="3">Silver</th></tr>
<tr><th>Morning</th><th>Day</th><th>Nite</th><th>Morning</th><th>Day</th><th>Nite</th></tr>
<tr><td colspan="3">Electabuzz</td><td colspan="3">Electabuzz</td></tr>
<tr><td colspan="2">Fearow</td><td></td><td colspan="2">Fearow</td><td></td></tr>
<tr><td></td><td></td><td>Quagsire</td><td></td><td></td><td>Quagsire</td></tr>
<tr><td colspan="3">Raticate</td><td colspan="3">Raticate</td></tr>
<tr><td colspan="2">Spearow</td><td></td><td colspan="2">Spearow</td><td></td></tr>
<tr><td colspan="3">Voltorb</td><td colspan="3">Voltorb</td></tr>
<tr><td colspan="3">Goldeen</td><td colspan="3">Goldeen</td></tr>
<tr><td colspan="3">Magikarp</td><td colspan="3">Magikarp</td></tr>
<tr><td colspan="3">Seaking</td><td colspan="3">Seaking</td></tr>
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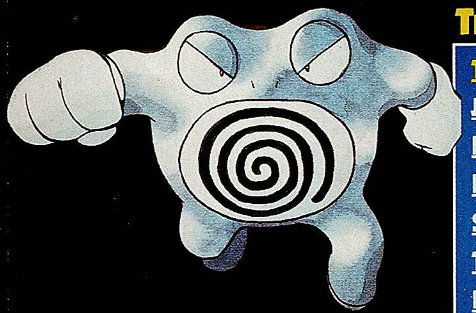


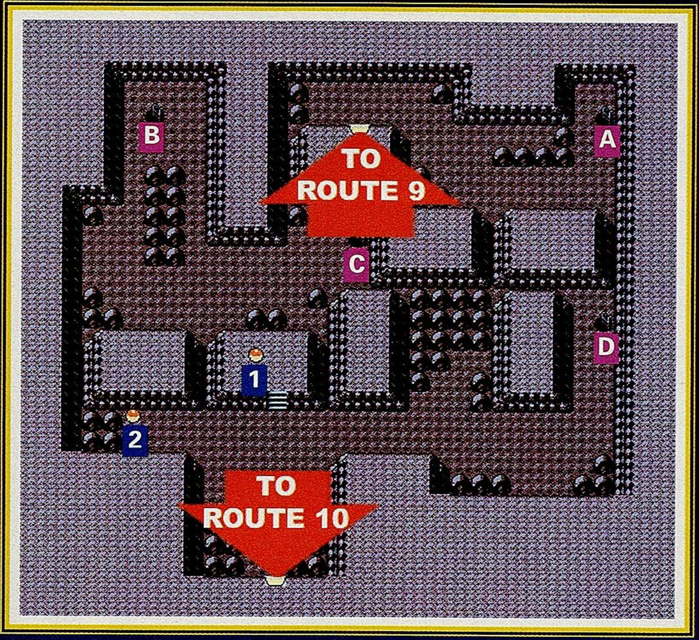
Trainer Information

Trainer's Name	Type	Pokémon 1	Pokémon 2	Pokémon 3
Jim	Hiker	Machamp L35	—	—
Robert	Poké Fan	Quagsire L33	—	—
Heidi	Picnicker	Skiploom L32	Skiploom L32	—
Sidney	Hiker	Dugtrio L34	Onix L32	—
Tim	Hiker	Graveler L31	Graveler L31	Graveler L31
Dean	Camper	Golduck L33	Sandslash L31	—
Sid	Camper	Dugtrio L32	Primeape L29	Poliwrath L29
Edna	Picnicker	Nidorina L30	Raichu L34	—

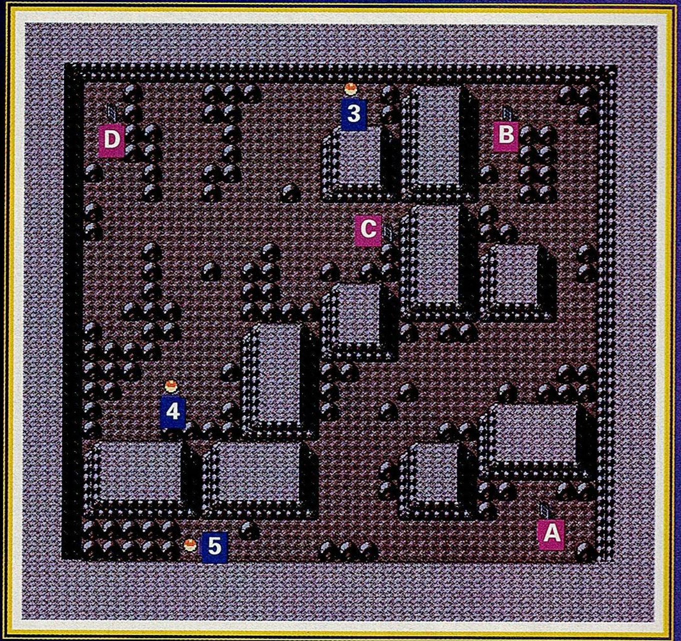
Rock Tunnel

To reach Route 9 from Lavender Town, you must make your way through the Rock Tunnel. You'll find no Trainers here, but you will encounter interesting Pokémon you won't find anywhere else.

Floor 1F



Floor B1

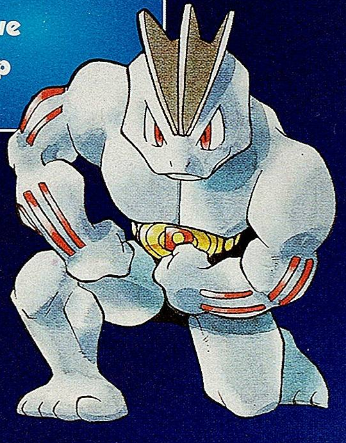


NOTE

Match the letered boxes on the maps to see where a staircase or teleporter lead.

Items

1. TM47 (Iron Wing)
2. Elixer
3. Revive
4. PP Up
5. Iron



Wild Pokémon (Floor 1F)

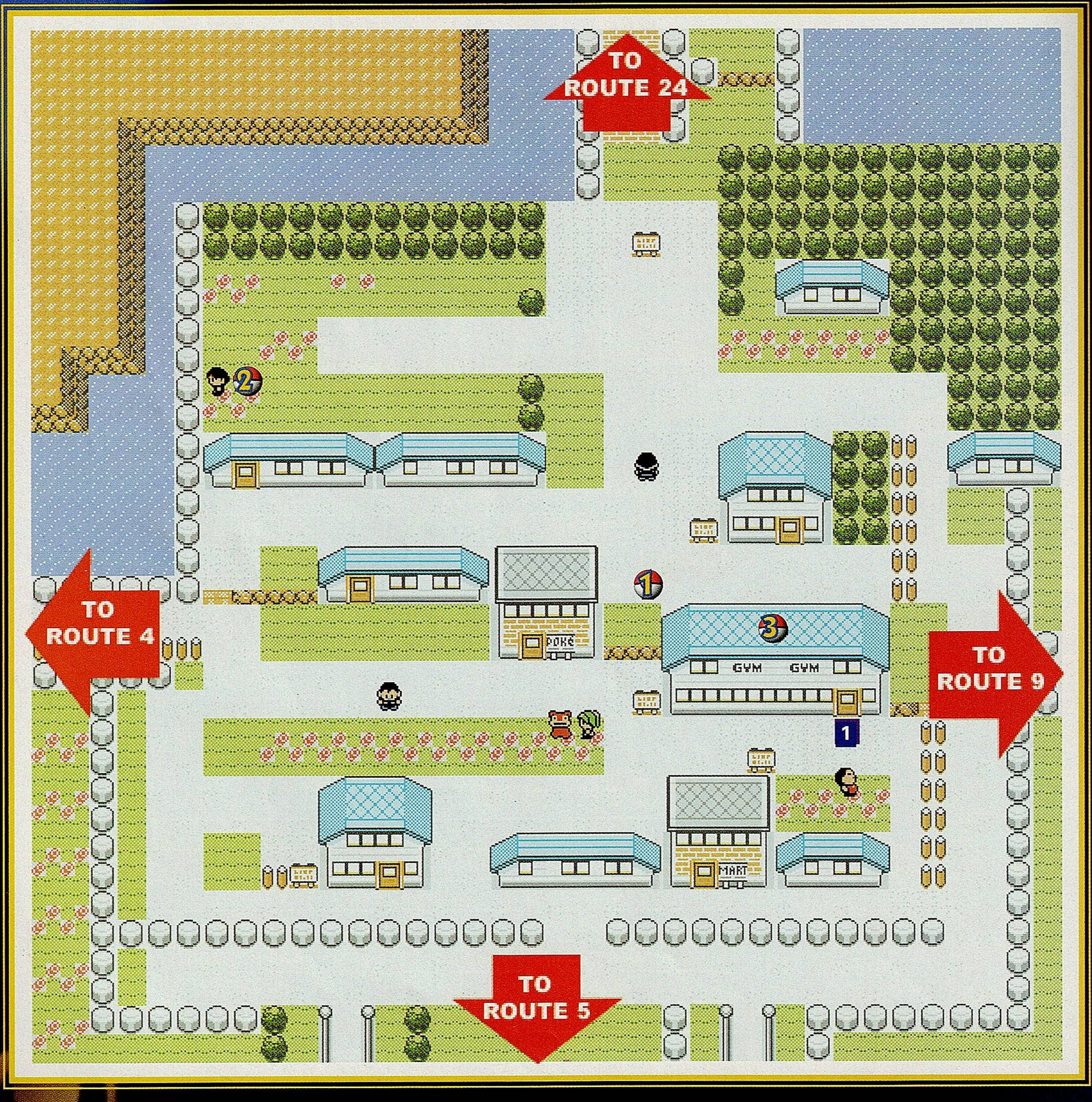
Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Cubone			Cubone		
Geodude			Geodude		
Machop			Machop		
Machoke			Machoke		
Zubat			Zubat		

Wild Pokémon (Floor B1)

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Cubone			Cubone		
Geodude			Geodude		
Kangaskhan			Kangaskhan		
Marowak			Marowak		
Onix			Onix		
Zubat			Zubat		

Cerulean City

Cerulean City is another town that's changed over the last three years. The Bicycle Shop has moved to Goldenrod City and the burgled Dig-fanatics have opened a Police Station. However, even with the added security, a Thief still runs loose in the city. You must find him before you can take on Cerulean City's Gym Leader.

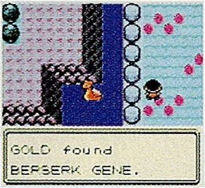

TO ROUTE 24
TO ROUTE 4
TO ROUTE 9
TO ROUTE 5
1
2
3
1
POKé
GYM
GYM
MART

Items

1. Machine Part; Cascadebadge

Pokémon Mart

Great Ball	₽600
Ultra Ball	₽1200
Super Potion	₽700
Super Repel	₽500
Full Heal	₽600
X Defend	₽550
X Attack	₽500
Dire Hit	₽650
Surf Mail	₽50



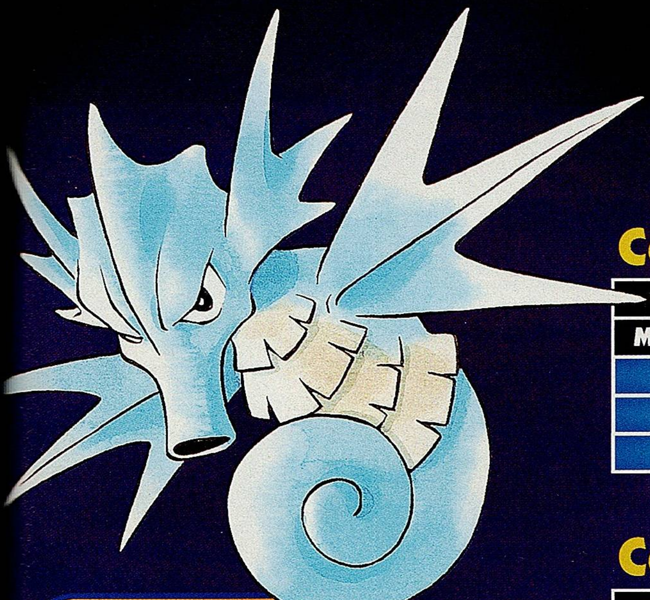
GOLD found
BERSERK GENE.

The Berserk Gene is a one-use-only Item. When attached to a Pokémon, it doubles Attack Strength but makes the Pokémon Confused. When the battle ends, the Item disappears. To make it last forever, use it in Game Link battles only!

1 The Thief who took the Machine Part is somewhere in Cerulean City, and you must find him! Check everywhere—the Pokémon Center, the Pokémon Mart, and the Gym! When you find him at the Cerulean City Gym, don't expect him to hang around. Instead, he runs off to the bridge on Route 24, where you can capture and question him. After he tells you where he hid the Machine Part, return to the Gym and search to find it in the upper-left corner of the little square of water in the middle of the docks.

2 After you talk to this boy, pull out your ItemFinder and your swimsuit and start looking for an important Item. You must swim in the channel opposite the boy to find this nifty Pokémon token.

3 Cerulean City Gym is home to some of the strongest Water Pokémon-based Trainers in the world! Misty, the Gym Leader, is renowned for her power and spunk. Unfortunately, she's out on a date right now at the Cerulean Cape on Route 25. To battle her, interrupt and persuade her to return to the Gym. When you return, it's business as usual and time to fight. Use Electric and Grass attacks to quell the attacks of these watery opponents. When you win, you get the Cascadebadge.



Cerulean City

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Goldeen			Goldeen		
Magikarp			Magikarp		
Seaking			Seaking		

Cerulean City Gym

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Kingler			Kingler		
Krabby			Krabby		
Magikarp			Magikarp		
		Staryu			Staryu

NOTE

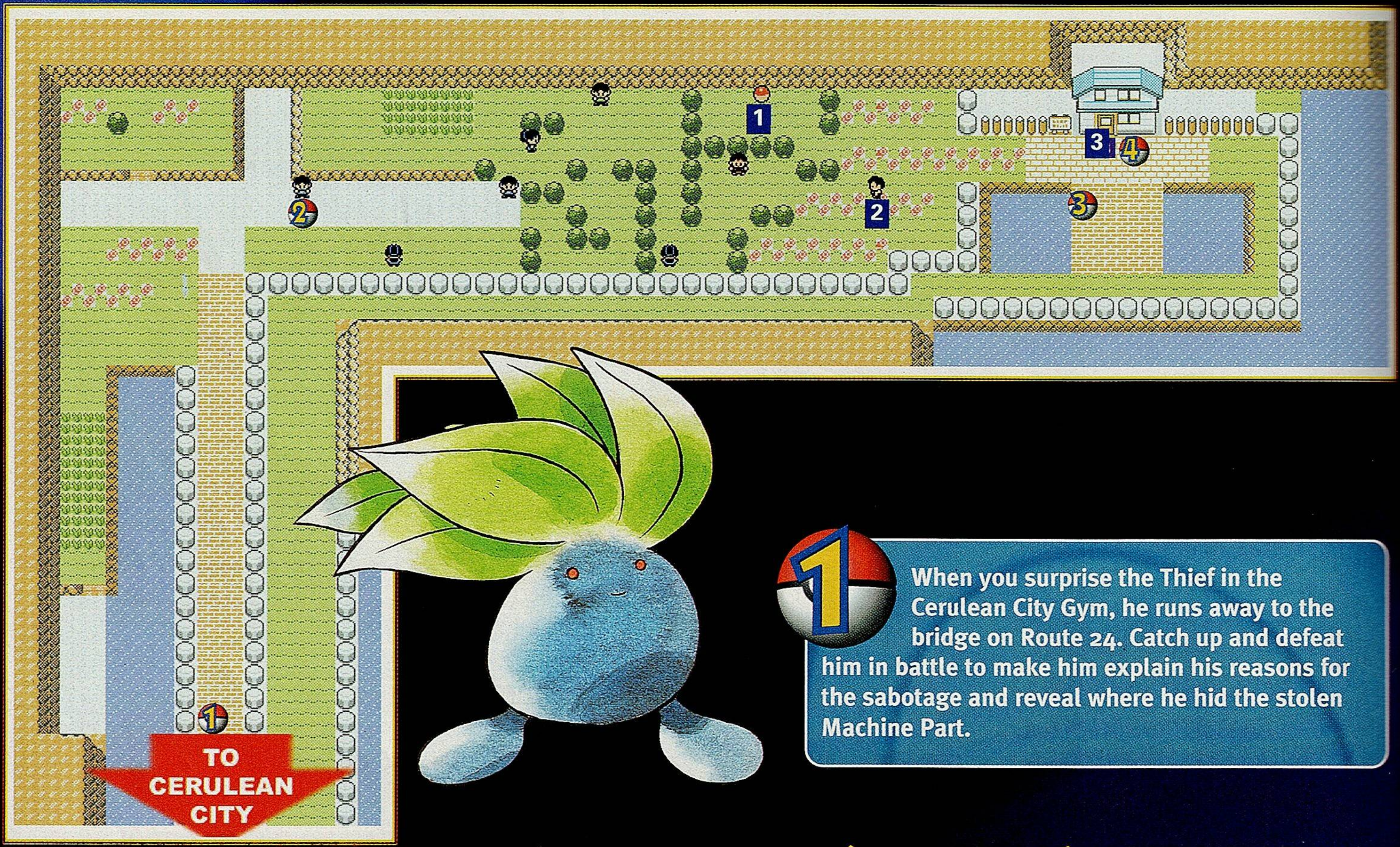
If you fish in the Gym during the day, you might find a Pokémon that's not on this list!

Trainer Information

Trainer's Name	Type	Pokémon 1	Pokémon 2	Pokémon 3	Pokémon 4
Briana	Swimmer ♀	Seaking L35	Seaking L35	—	—
Parker	Swimmer ♂	Horsea L32	Horsea L32	Seadra L35	—
Diana	Swimmer ♀	Golduck L37	—	—	—
Misty	Gym Leader	Golduck L42	Quagsire L42	Lapras L44	Starmie L47

Routes 24 and 25

When the Power Plant Thief runs away from you, look along Route 24! Afterward, follow the road north until you reach Bill's House and Cerulean City's favorite date spot. Rumor has it that Misty, the Cerulean City Gym Leader, often goes up there with a certain young man....



1 When you surprise the Thief in the Cerulean City Gym, he runs away to the bridge on Route 24. Catch up and defeat him in battle to make him explain his reasons for the sabotage and reveal where he hid the stolen Machine Part.

Items

1. Protein
2. Nugget
3. Everstone; Leaf Stone; Water Stone; Fire Stone; Thunderstone

Wild Pokémon (Route 24)

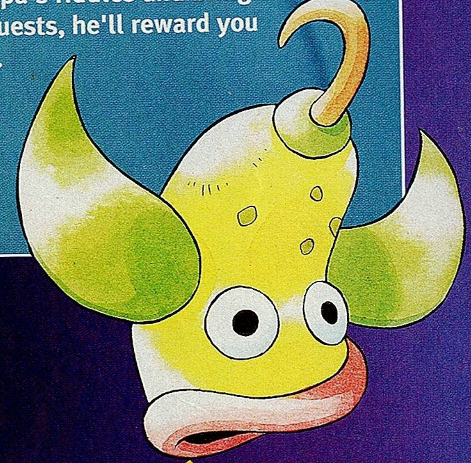
Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Abra			Abra		
Bellsprout			Bellsprout		
		Oddish			Oddish
	Sunkern			Sunkern	
		Venomoth			Venomoth
Venonat		Venonat	Venonat		Venonat
Weepinbell			Weepinbell		
Goldeen			Goldeen		
Magikarp			Magikarp		
Seaking			Seaking		

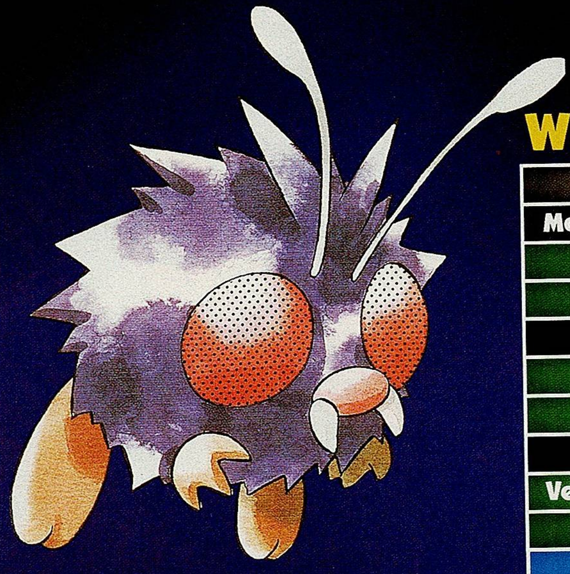
Routes 24 and 25

2 The Trainers on Route 25 are very competitive. You must beat *seven* Trainers (one weasels his way into the battle lineup) before you get your prize (a Nugget!), but it's worth it. These battles are unavoidable.

3 The seashore near Bill's Cottage has become a "Lover's Lane" for Cerulean City couples. Even Misty, the Cerulean City Gym Leader, isn't immune. If you want to battle her and get the Cascadebadge, interrupt her date!

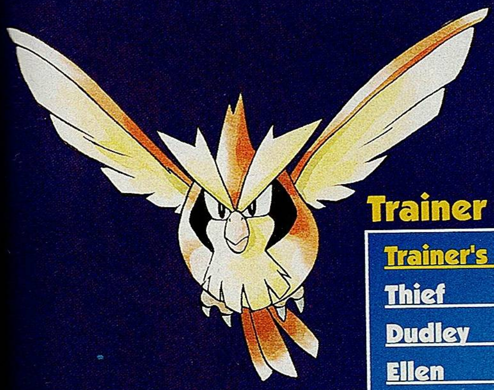
4 While Bill visits his family in Goldenrod City, his grandfather house-sits. Bill has told his grandfather about the Pokémon he likes most, but he'd like to see them for real. If you can figure out Grandpa's riddles and bring the Pokémon he requests, he'll reward you with a special stone. This is the only way you can get some of the Evolution Stones, so start fetching Pokémon!





Wild Pokémon (Route 25)

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Abra	Abra	Abra	Abra	Abra	Abra
Bellsprout	Bellsprout	Bellsprout	Bellsprout	Bellsprout	Bellsprout
		Oddish			Oddish
Pidgeotto	Pidgeotto		Pidgeotto	Pidgeotto	
Pidgey	Pidgey		Pidgey	Pidgey	
		Venomoth			Venomoth
Venonat		Venonat	Venonat		Venonat
Weepinbell	Weepinbell	Weepinbell	Weepinbell	Weepinbell	Weepinbell
Goldeen	Goldeen	Goldeen	Goldeen	Goldeen	Goldeen
Magikarp	Magikarp	Magikarp	Magikarp	Magikarp	Magikarp
Seaking	Seaking	Seaking	Seaking	Seaking	Seaking

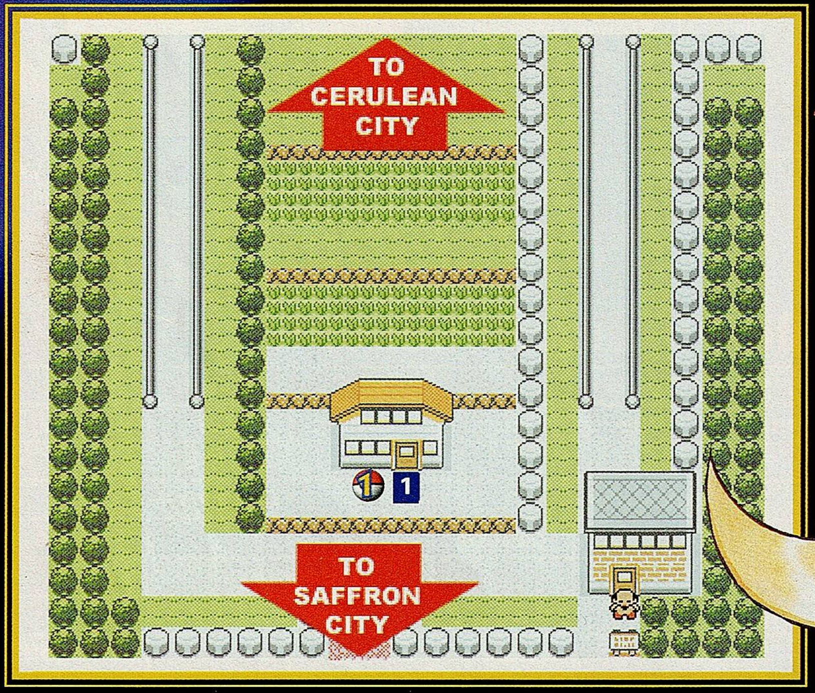


Trainer Information

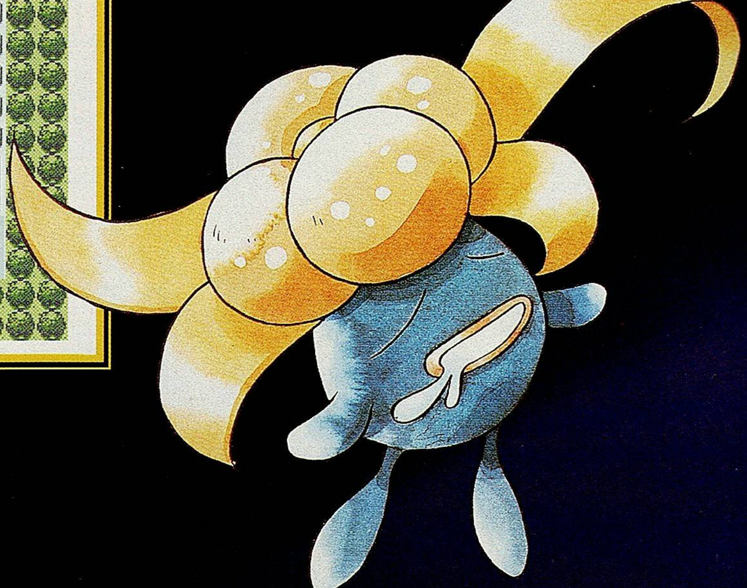
Trainer's Name	Type	Pokémon 1	Pokémon 2	Pokémon 3
Thief	Team Rocket	Golbat L30	—	—
Dudley	Schoolboy	Oddish L35	—	—
Ellen	Lass	Wigglytuff L30	Granbull L34	—
Joe	Schoolboy	Tangela L33	Vaporeon L33	—
Laura	Lass	Gloom L28	Pidgeotto L31	Bellossom L31
Lloyd	Camper	Nidoking L34	—	—
Shannon	Lass	Paras L29	Paras L29	Parasect L32
Pat	Super Nerd	Porygon L36	—	—
Kevin	Cool Trainer	Rhyhorn L38	Charmeleon L35	Wartortle L35

Route 5

Route 5 runs between Saffron City and Cerulean City. You can travel along this pathway anytime. The north–south underground passage under Saffron City, however, only opens after you solve the electrical problem at the Power Plant.

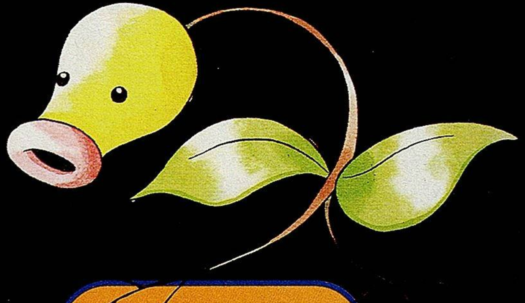


1 Talk to the family who bought the old Day-Care to learn you have a ghost following you. To help ward it off, the woman gives you a Cleanse Tag. Attached to a Pokémon, the Cleanse Tag decreases the number of random encounters with Wild Pokémon.



Items

1. Cleanse Tag



Wild Pokémon

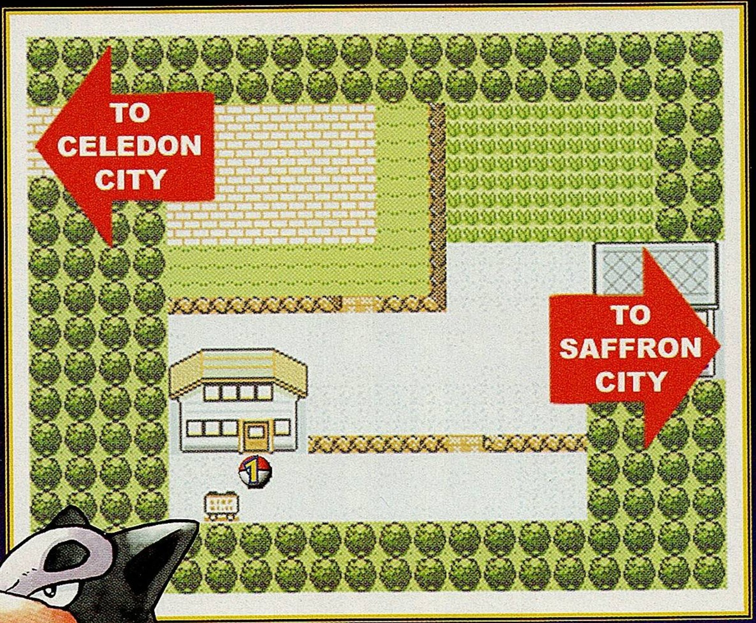
<table>
<tr><th colspan="3">Gold</th><th colspan="3">Silver</th></tr>
<tr><th>Morning</th><th>Day</th><th>Nite</th><th>Morning</th><th>Day</th><th>Nite</th></tr>
<tr><td colspan="3">Abra</td><td colspan="3">Abra</td></tr>
<tr><td colspan="3">Bellsprout</td><td colspan="3">Bellsprout</td></tr>
<tr><td></td><td></td><td>Gloom</td><td></td><td></td><td>Gloom</td></tr>
<tr><td></td><td></td><td></td><td colspan="3">Meowth</td></tr>
<tr><td></td><td></td><td>Oddish</td><td></td><td></td><td>Oddish</td></tr>
<tr><td colspan="2">Pidgey</td><td></td><td colspan="2">Pidgey</td><td></td></tr>
</table>

NOTE

Remember! Other Pokémon may be found in the grasses of Route 43!

Route 7

When you travel Route 7 at night between Celadon City and Saffron, you'll encounter Pokémon you've never seen before. Picking them up not only helps complete your Pokédex, it also gives you a chance to learn more about the Dark class of Pokémon.



1 Unlike the north–south underground passage, the doors to the east–west passage are permanently locked. Just read the notice on the door!

Wild Pokémon

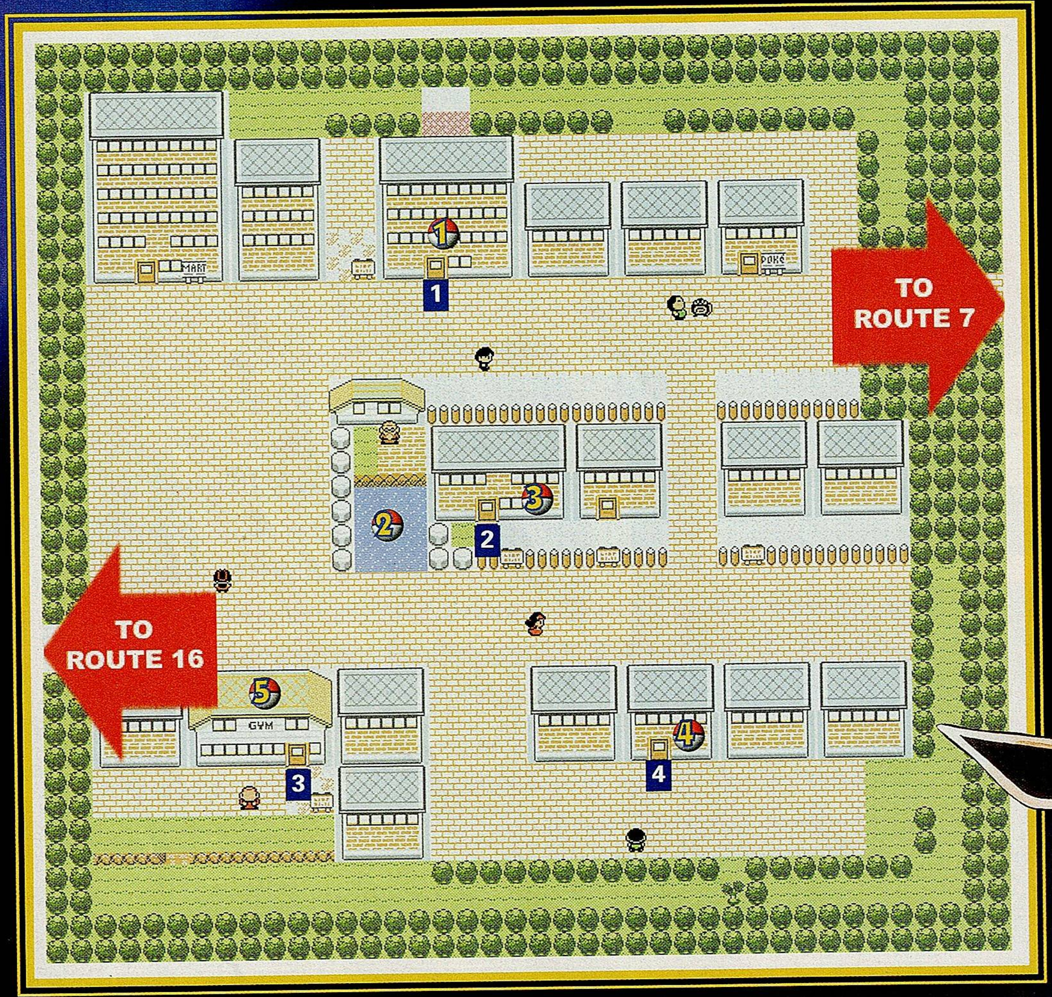
<table>
<tr><th colspan="3">Gold</th><th colspan="3">Silver</th></tr>
<tr><th>Morning</th><th>Day</th><th>Nite</th><th>Morning</th><th>Day</th><th>Nite</th></tr>
<tr><td colspan="3">Growlithe</td><td></td><td></td><td></td></tr>
<tr><td></td><td></td><td></td><td colspan="3">Meowth</td></tr>
<tr><td></td><td></td><td></td><td colspan="3">Persian</td></tr>
<tr><td colspan="3">Raticate</td><td colspan="3">Raticate</td></tr>
<tr><td colspan="3">Rattata</td><td></td><td></td><td></td></tr>
<tr><td colspan="2">Spearow</td><td></td><td colspan="2">Spearow</td><td></td></tr>
<tr><td></td><td></td><td></td><td colspan="3">Vulpix</td></tr>
</table>

NOTE

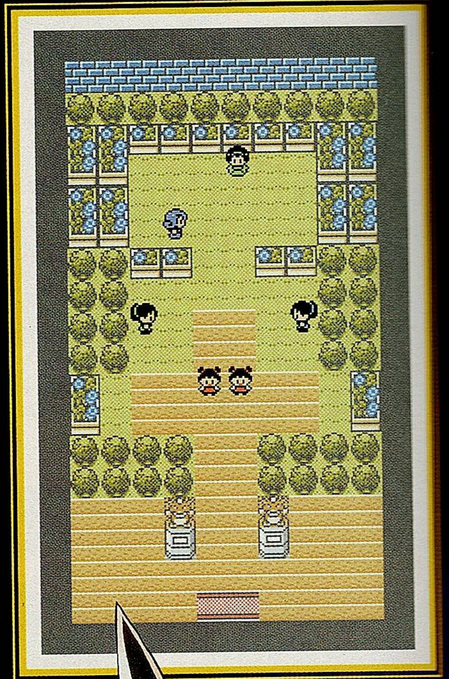
Check the grasses at night for signs of Murkrow and Houndour!

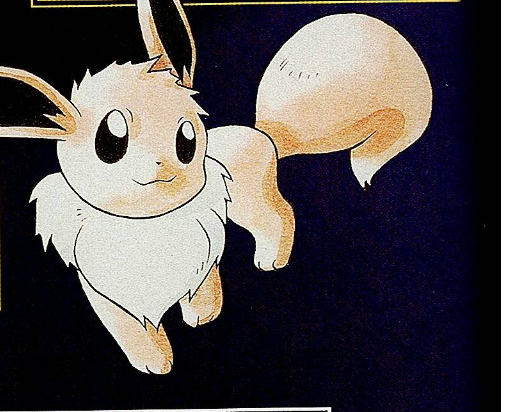
Celadon City

Celadon City is a sister city to Johto's Goldenrod City. It's home to Kanto's Department Store and the Game Corner, where you won't find anything under the posters and the slot machines sometimes cheat for you! Celadon City is a busy place with a lot of things to do. Check out every store and building to make sure you don't miss a thing!



Inside the Celadon City Gym





Items

1. TM03 (Curse)
2. Coin x 18
3. Rainbowbadge; TM19 (Giga Drain)
4. Leftovers

Wild Pokémon

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Grimer			Grimer		
Muk			Muk		
Buy Eevee at the Game Corner for 6666 Coins.					
Buy Mr. Mime at the Game Corner for 3333 Coins.					
Buy Porygon at the Game Corner for 9999 Coins.					

Celadon City Department Store

2F: Counter 1

Poké Ball	200P
Great Ball	600P
Ultra Ball	1200P
Escape Rope	550P
Full Heal	600P
Antidote	100P
Burn Heal	250P
Ice Heal	250P
Awakening	250P
Parlyz Heal	200P

2F: Counter 2

Potion	300P
Super Potion	700P
Hyper Potion	1200P
Max Potion	2500P
Revive	1500P
Super Repel	500P
Max Repel	700P

3F

TM10 (Hidden Power)	3000P
TM11 (Sunny Day)	2000P
TM17 (Protect)	3000P
TM18 (Rain Dance)	2000P
TM37 (Sandstorm)	2000P

4F

Poké Doll	1000P
Lovely Mail	50P
Surf Mail	50P

5F: Counter 1

HP Up	9800P
Protein	9800P
Iron	9800P
Carbos	9800P
Calcium	9800P

5F: Counter 2

X Accuracy	950P
Guard Spec.	700P
Dire Hit	650P
X Attack	500P
X Defend	550P
X Speed	350P
X Special	350P

6F

Fresh Water	200P
Soda Pop	300P
Lemonade	350P

Game Corner Merchandise

TM32 (Double Team)	1500 Coins
TM29 (Psychic)	3500 Coins
TM15 (Hyper Beam)	7500 Coins
Mr. Mime	3333 Coins
Eevee	6666 Coins
Porygon	9999 Coins

2 Muk and Grimer pollute the pond in Celadon City! If you need to add one or the other to your PokéDex, now's your chance!

3 Three years ago, the Game Corner in Celadon City was a front for Team Rocket. The townspeople haven't forgotten that, and you're welcome to check behind any poster in the Game Corner to make sure all the secret passages are gone. This Game Corner has the same machines as the one in Goldenrod City, but the prizes you exchange your Coins for are a little different.

4 There is a contest in progress in this Restaurant. You can't join in and the staff is too busy to serve you, but check the wastebaskets for Leftovers! Attach the Leftovers Item to a Pokémon and it heals that character a little at a time during battles.

1 While you're in Celadon City, visit Celadon Mansion, the home of the Game Freak designers. You have heard that if you use a secret door in the back to go up to the top floor at nite, a man there will tell you a scary story. You can get TM03 (Curse) just for listening!

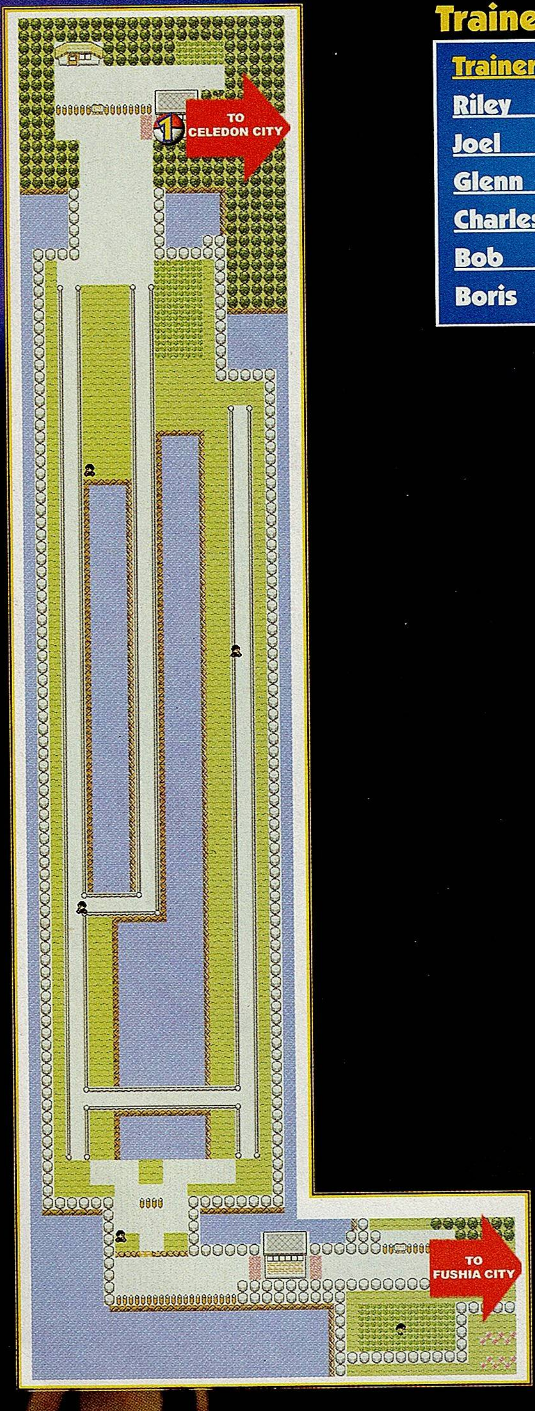
5 The Celadon City Gym is hidden away in the southwest corner of town. You'll have to use Cut on a sapling to reach the entrance, so make sure someone in your party has this move. Erika and her Trainers are experts in Grass- and Poison-type Pokémon, as the Trainer Information table shows. The best attack types to defeat their Pokémon with are from Fire, Ice, and Psychic families. When you defeat Erika, you win the Rainbowbadge and TM19 (Giga Drain).

Trainer Information

Trainer's Name	Type	Pokémon 1	Pokémon 2	Pokémon 3	Pokémon 4
Jo & Zoe	Twins	Victreebel L35	Vileplume L35	—	—
Tanya	Picnicker	Exeggutor L37	—	—	—
Michelle	Lass	Skiploom L32	Hoppip L33	Jumpluff L34	—
Julia	Beauty	Paras L32	Exeggcute L32	Parasect L35	—
Erika	Gym Leader	Tangela L42	Jumpluff L41	Victreebel L46	Bellossom L46

Routes 16-18

Grab your Bicycle and get ready for the ride of your life. Cycling Road is a long bike path down a very steep hill. After you start riding down the hill, it's very hard to brake and stop. However, no matter how fast you pedal, you can't escape battle with the other Bikers on the route.



Trainer Information

Trainer's Name	Type	Pokémon 1	Pokémon 2	Pokémon 3
Riley	Biker	Weezing L34	—	—
Joel	Biker	Magmar L32	Magmar L32	—
Glenn	Biker	Koffing L28	Magmar L30	Weezing L32
Charles	Biker	Koffing L30	Charmeleon L30	Weezing L30
Bob	Bird Keeper	Noctowl L34	—	—
Boris	Bird Keeper	Doduo L30	Doduo L28	Dodrio L32

Wild Pokémon (Route 16)

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Fearow			Fearow		
Grimer			Grimer		
Muk			Muk		

Wild Pokémon (Route 17)

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Fearow			Fearow		
Grimer			Grimer		
Muk			Muk		

Wild Pokémon (Route 18)

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Fearow			Fearow		
Grimer			Grimer		
Muk			Muk		

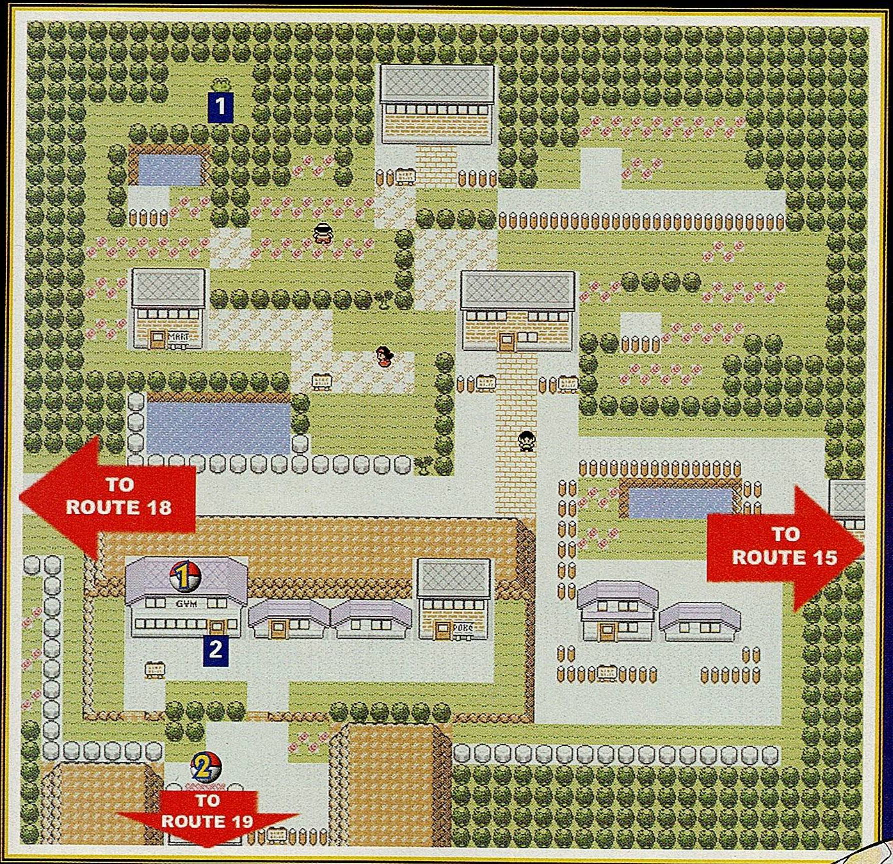
NOTE

Check the grassy areas on Cycling Road for new and unexpected Pokémon!

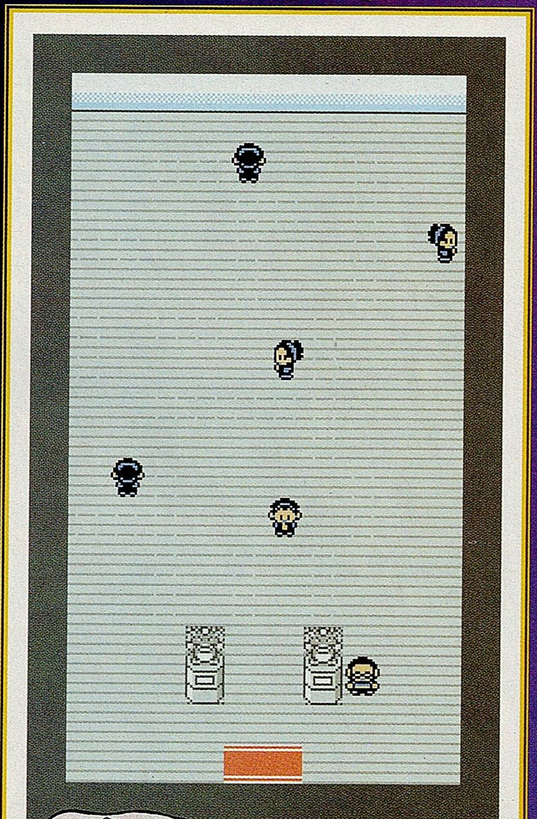
1 You must have a Bicycle to enter Routes 16–18.

Fuchsia City

Fuchsia City is known for its magnificent Safari Zone, but it's closed while the Warden is traveling abroad. This makes any visit to Fuchsia City likely to be rather short, because Safari Zone is the city's major draw.



Inside the Fuchsia City Gym

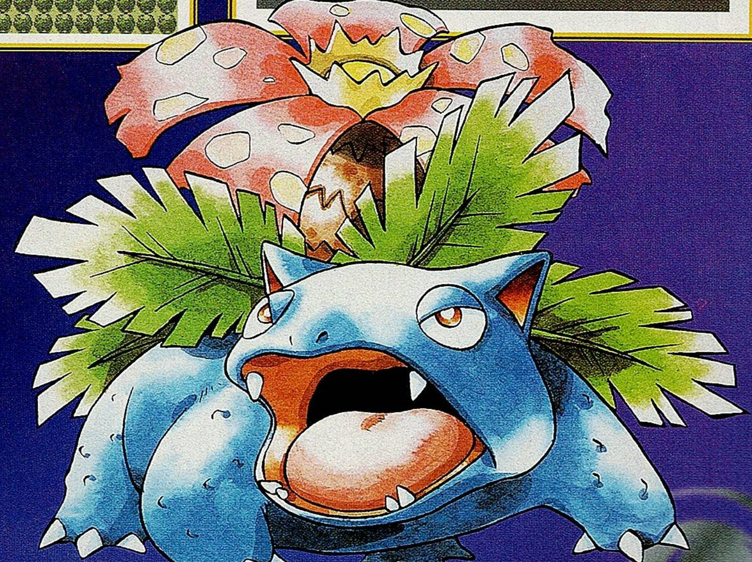


Items

1. **Burn Heal**
2. **Soulbadge; TM06 (Toxic)**

Pokémon Mart

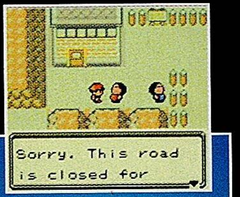
Great Ball	₽600
Ultra Ball	₽1200
Super Potion	₽700
Hyper Potion	₽1200
Full Heal	₽600
Max Repel	₽700
Flower Mail	₽50



1 Janine, the Poisonous Ninja Master, has taken over her father's position as the Gym Leader of the Fuchsia City Gym. Koga, as you might remember, is now one of the Elite Four! Janine has made her Trainers masters of disguise. In fact, they can disguise themselves to look just like Janine! This makes finding her in the Gym a difficult task.

And Koga's invisible walls (see the Sealed Section to find out where they are) make avoiding the other Trainers doubly difficult.

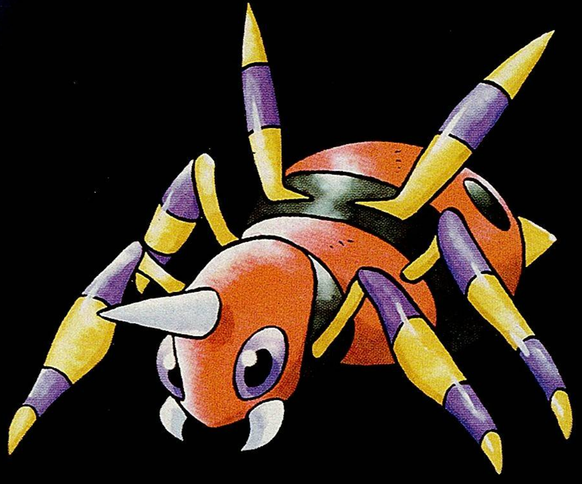
Much like her father, Janine is an expert on Poison-type Pokémon. This makes your life a little easier, because the same tactics you used to defeat her father, Koga, will work against her, too. You need Fire-, Earth-, and Psychic-type attacks to wipe out the Grass and Poison hybrid Pokémon that fill this Gym! Defeat Janine to win the Soulbadge and TM06 (Toxic).



Sorry. This road is closed for

After you defeat Blaine at the new location of the Cinnabar Island Gym, return here to find the path has been cleared.

2 Normally, you could take routes 19 and 20 to Cinnabar Island and the next Gym. However, a volcano erupted on Cinnabar Island recently, making the path to Route 19 impassable. Teams of workers are trying to clear the boulders from the beach, but until they finish you must take Route 21 from Pallet Town to reach what's left of Cinnabar Island.



Wild Pokémon

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Gyarados			Gyarados		
Magikarp			Magikarp		

Trainer Information

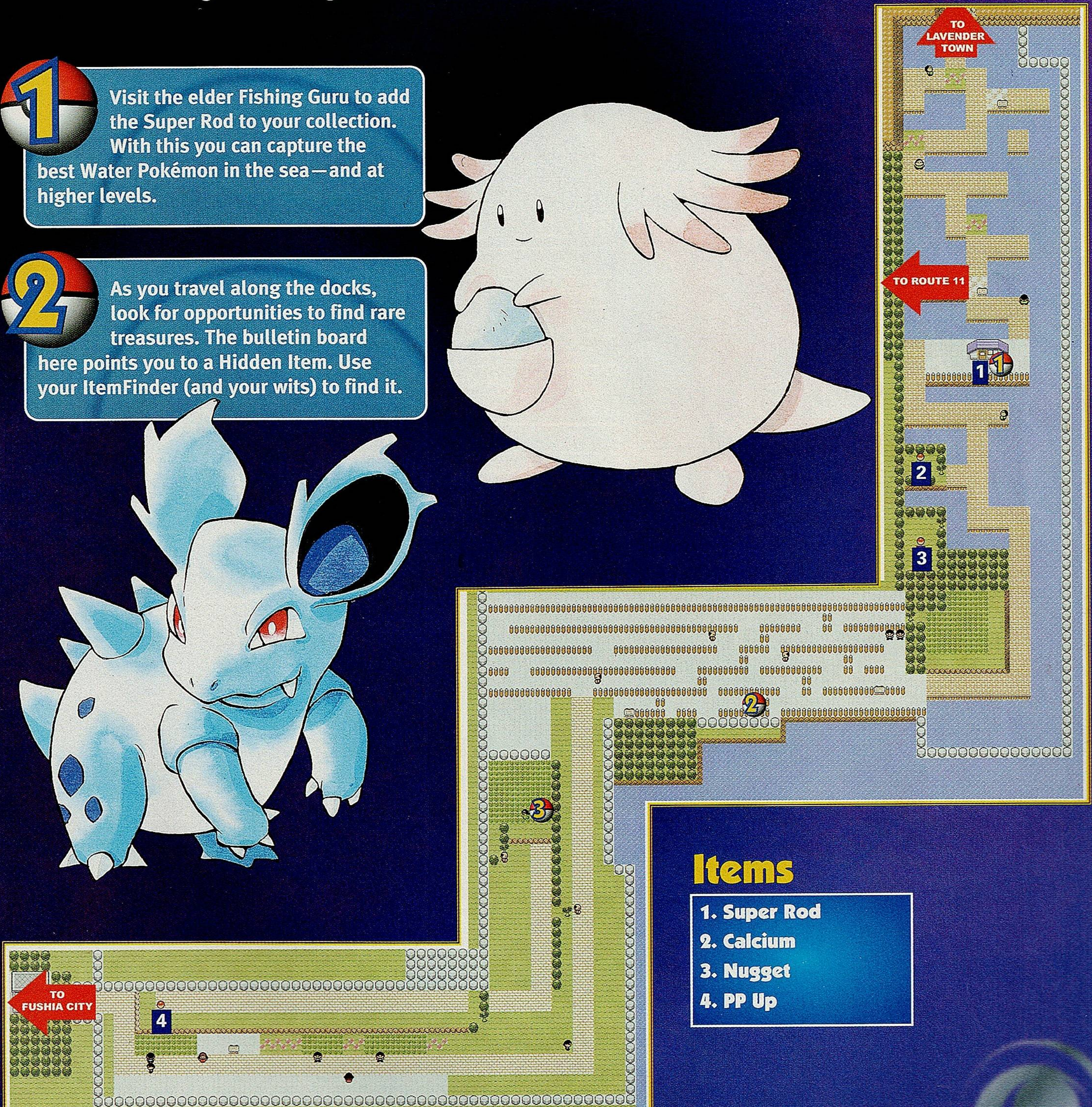
Trainer's Name	Type	Pokémon 1	Pokémon 2	Pokémon 3	Pokémon 4	Pokémon 5
Linda	Lass	Bulbasaur L30	Ivysaur L32	Venusaur L34	—	—
Cindy	Picnicker	Nidoqueen L36	—	—	—	—
Barry	Camper	Nidoking L36	—	—	—	—
Alice	Lass	Gloom L30	Arbok L34	Gloom L30	—	—
Janine	Gym Leader	Crobat L36	Weezing L36	Weezing L36	Ariados L33	Venonat L39

Routes 12-15

If Cycling Road is a shortcut to Fuchsia City, routes 12–15 must be the (extremely) long way! This long stretch of road takes you along the eastern coast of Kanto, across Silence Bridge, and through a maze patrolled by zealous Trainers. If you come this way, expect to spend a lot of time either battling or avoiding Trainers. The stakes are high here, but the rewards are great.

1. Visit the elder Fishing Guru to add the Super Rod to your collection. With this you can capture the best Water Pokémon in the sea—and at higher levels.

2. As you travel along the docks, look for opportunities to find rare treasures. The bulletin board here points you to a Hidden Item. Use your ItemFinder (and your wits) to find it.



Items

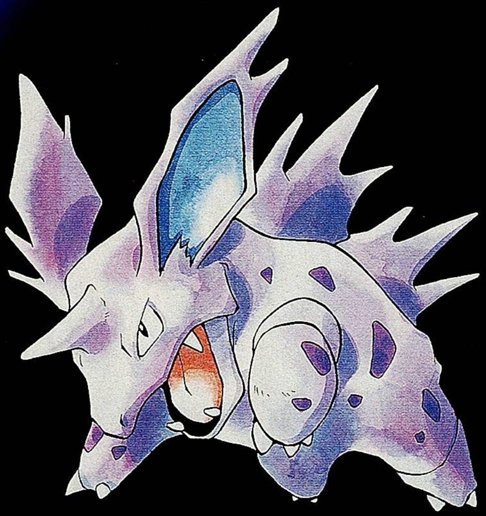
1. Super Rod
2. Calcium
3. Nugget
4. PP Up

NOTE

Check the waters in routes 12 and 13 for unusual, new Pokémon once you get the Super Rod!

Wild Pokémon (Route 12)

<table>
<tr><th colspan="3">Gold</th><th colspan="3">Silver</th></tr>
<tr><th>Morning</th><th>Day</th><th>Nite</th><th>Morning</th><th>Day</th><th>Nite</th></tr>
<tr><td colspan="3">Magikarp</td><td colspan="3">Magikarp</td></tr>
<tr><td colspan="3">Quagsire</td><td colspan="3">Quagsire</td></tr>
<tr><td colspan="3">Tentacool</td><td colspan="3">Tentacool</td></tr>
<tr><td colspan="3">Tentacruel</td><td colspan="3">Tentacruel</td></tr>
</table>

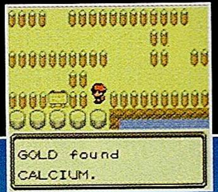


Wild Pokémon (Route 13)

<table>
<tr><th colspan="3">Gold</th><th colspan="3">Silver</th></tr>
<tr><th>Morning</th><th>Day</th><th>Nite</th><th>Morning</th><th>Day</th><th>Nite</th></tr>
<tr><td colspan="3">Chansey</td><td colspan="3">Chansey</td></tr>
<tr><td colspan="2">Hoppip</td><td></td><td colspan="2">Hoppip</td><td></td></tr>
<tr><td colspan="3">Nidorina</td><td colspan="3">Nidorina</td></tr>
<tr><td colspan="3">Nidorino</td><td colspan="3">Nidorino</td></tr>
<tr><td></td><td></td><td>Noctowl</td><td></td><td></td><td>Noctowl</td></tr>
<tr><td colspan="2">Pidgeotto</td><td></td><td colspan="2">Pidgeotto</td><td></td></tr>
<tr><td></td><td></td><td>Quagsire</td><td></td><td></td><td>Quagsire</td></tr>
<tr><td colspan="3">Magikarp</td><td colspan="3">Magikarp</td></tr>
<tr><td colspan="3">Quagsire</td><td colspan="3">Quagsire</td></tr>
<tr><td colspan="3">Tentacool</td><td colspan="3">Tentacool</td></tr>
<tr><td colspan="3">Tentacruel</td><td colspan="3">Tentacruel</td></tr>
</table>

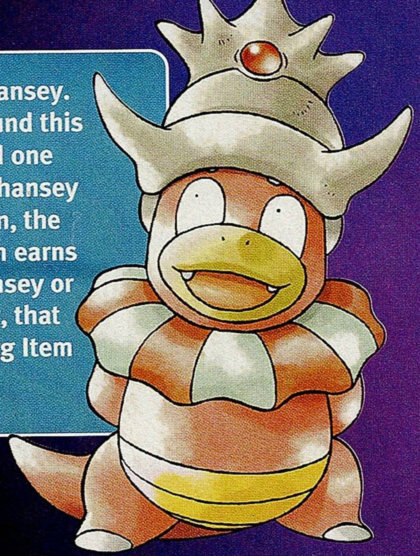
Wild Pokémon (Route 14)

<table>
<tr><th colspan="3">Gold</th><th colspan="3">Silver</th></tr>
<tr><th>Morning</th><th>Day</th><th>Nite</th><th>Morning</th><th>Day</th><th>Nite</th></tr>
<tr><td colspan="3">Chansey</td><td colspan="3">Chansey</td></tr>
<tr><td colspan="2">Hoppip</td><td></td><td colspan="2">Hoppip</td><td></td></tr>
<tr><td colspan="3">Nidorina</td><td colspan="3">Nidorina</td></tr>
<tr><td colspan="3">Nidorino</td><td colspan="3">Nidorino</td></tr>
<tr><td></td><td></td><td>Noctowl</td><td></td><td></td><td>Noctowl</td></tr>
<tr><td colspan="2">Pidgeotto</td><td></td><td colspan="2">Pidgeotto</td><td></td></tr>
<tr><td></td><td></td><td>Quagsire</td><td></td><td></td><td>Quagsire</td></tr>
<tr><td colspan="2">Skiploom</td><td></td><td colspan="2">Skiploom</td><td></td></tr>
<tr><td colspan="6">Trade a Chansey for an Aerodactyl with the girl among the tall grasses.</td></tr>
</table>


GOLD found
CALCIUM.

This picture is worth a thousand words—or at least a Carbo!

3 The girl wants to trade her Aerodactyl for a Chansey. Help her out by scouring the grassy fields around this route. In addition to the Chansey, you may find one particularly hot Item. Sometimes you can find a Wild Chansey that holds a Lucky Egg. When attached to any Pokémon, the Lucky Egg doubles the experience points that Pokémon earns in battle! To get the Lucky Egg, either capture the Chansey or steal the egg using the Thief move. Be aware, however, that Chansey appear rarely, and Chansey with the Lucky Egg Item attached appear more rarely still.



Wild Pokémon (Route 15)

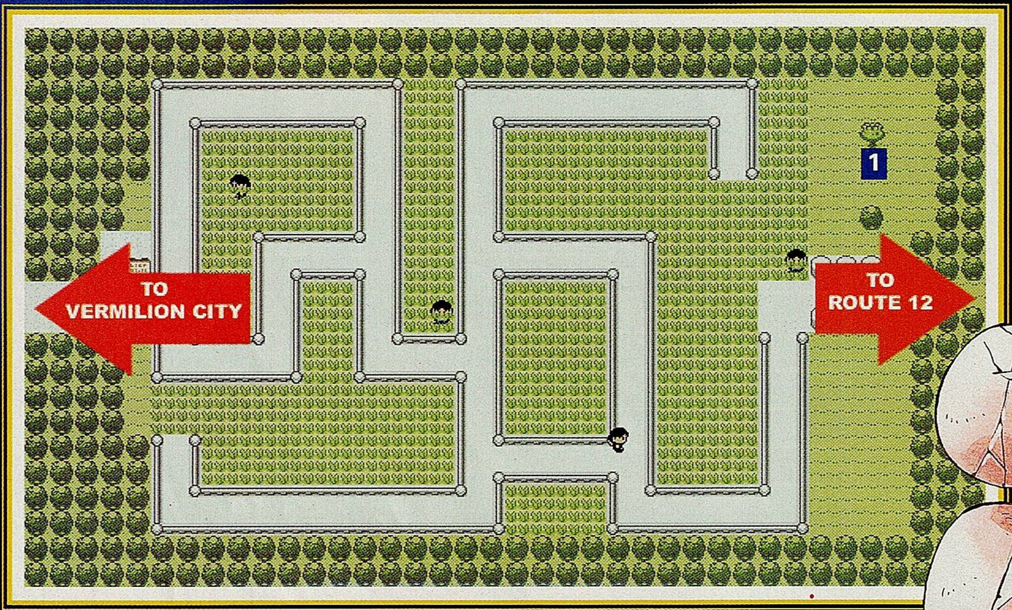
<table>
<tr><th colspan="3">Gold</th><th colspan="3">Silver</th></tr>
<tr><th>Morning</th><th>Day</th><th>Nite</th><th>Morning</th><th>Day</th><th>Nite</th></tr>
<tr><td colspan="3">Chansey</td><td colspan="3">Chansey</td></tr>
<tr><td colspan="2">Hoppip</td><td></td><td colspan="2">Hoppip</td><td></td></tr>
<tr><td colspan="3">Nidorina</td><td colspan="3">Nidorina</td></tr>
<tr><td colspan="3">Nidorino</td><td colspan="3">Nidorino</td></tr>
<tr><td></td><td></td><td>Noctowl</td><td></td><td></td><td>Noctowl</td></tr>
<tr><td colspan="2">Pidgeotto</td><td></td><td colspan="2">Pidgeotto</td><td></td></tr>
<tr><td></td><td></td><td>Quagsire</td><td></td><td></td><td>Quagsire</td></tr>
</table>

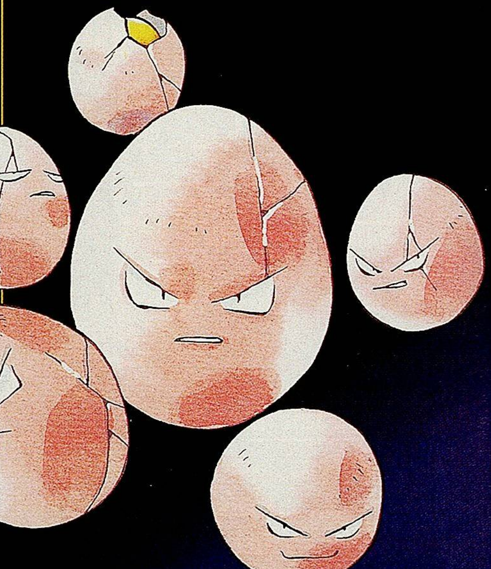
Trainer Information

Trainer's Name	Type	Pokémon 1	Pokémon 2	Pokémon 3	Pokémon 4	Pokémon 5	Pokémon 6
Kyle	Fisher	Seaking L28	Poliwhirl L31	Seaking L31	—	—	—
Martin	Fisher	???	???	—	—	—	—
Stephen	Fisher	Magikarp L25	Magikarp L25	???	Tentacruel L31	—	—
Barney	Fisher	Gyarados L30	Gyarados L30	Gyarados L30	—	—	—
Bret	Bird Keeper	Pidgeotto L32	Fearow L32	—	—	—	—
Perry	Bird Keeper	Farfetch'd L34	—	—	—	—	—
Joshua	Poké Fan	Pikachu L23	Pikachu L23	Pikachu L23	Pikachu L23	Pikachu L23	Pikachu L23
Alex	Poké Fan	Nidoking L29	Slowking L29	Seaking L29	—	—	—
Kenny	Hiker	Sandslash L27	Graveler L29	Golem L31	Graveler L29	—	—
Trevor	Poké Fan	Psyduck L33	—	—	—	—	—
Carter	Poké Fan	Bulbasaur L29	Charmander L29	Squirtle L29	—	—	—
Roy	Bird Keeper	Fearow L29	Fearow L35	—	—	—	—
Johnny	Schoolboy	Bellsprout L29	Weepinbell L31	Victreebel L33	—	—	—
Colette	Teacher	Clefairy L36	—	—	—	—	—
Billy	Schoolboy	Paras L27	Paras L27	Poliwhirl L27	Ditto L35	—	—
Hillary	Teacher	Aipom L32	Cubone L36	—	—	—	—
Kipp	Schoolboy	Voltorb L27	Magnemite L27	Voltorb L31	Magneton L31	—	—
Tommy	Schoolboy	Xatu L32	Alakazam L34	—	—	—	—

Route 11

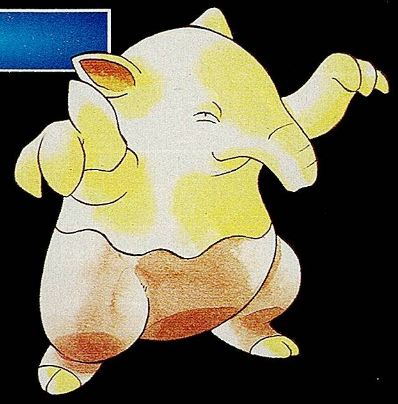
It is easy to miss Route 11, tucked away as it is between Vermilion City and Route 12. Although not much happens there (you can pick up a Berry), the Trainers provide good experience—and it's the only place you can pick up a Hypno in the wild!





Items

1. Berry

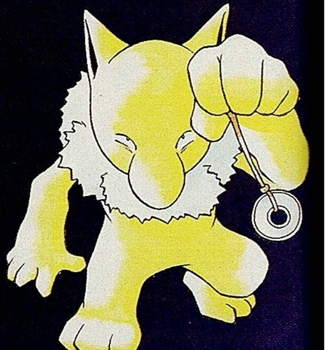


Wild Pokémon

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Drowzee			Drowzee		
Hypno			Hypno		
Magnemite			Magnemite		
Rattata			Rattata		

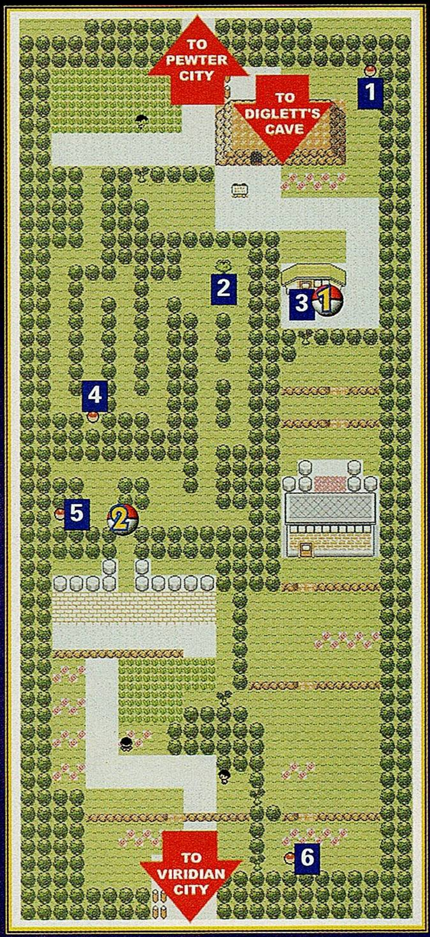
Trainer Information

Trainer's Name	Type	Pokémon 1	Pokémon 2	Pokémon 3
Fidel	Psychic	Xatu L34	—	—
Jason	Youngster	Sandslash L33	Crobat L33	—
Owen	Youngster	Growlithe L35	—	—
Herman	Psychic	Exeggcute L30	Exeggcute L30	Exeggutor L30



Route 2

Route 2 runs between Pewter and Viridian cities and is the home of the Viridian Forest. This forested expanse is less labyrinthine than it was three years ago. It is, however, a great place to test your ItemFinder. Cut through saplings to reach the eastern side of the route, where you'll find the northern entrance to Diglett's Cave.



1 The boy in this house hasn't had a visitor in years! He's so happy to see you that he gives you a Nugget. What a great present.

2 The Viridian Forest area is full of dropped Items from past travelers—in addition to the Poké Balls in plain sight. Assign your ItemFinder to SELECT and go through this area with a fine-toothed comb!

Wild Pokémon

Gold			Silver		
Morning	**Day**	**Nite**	**Morning**	**Day**	**Nite**
		Ariados			
			Beedrill		
Butterfree					
Caterpie	Caterpie				
		Hoothoot			
			Kakuna	Kakuna	
			Ledian		
			Ledyba		
Metapod	Metapod				
		Noctowl			
Pidgeotto	Pidgeotto			Pidgeotto	
Pikachu	Pikachu	Pikachu	Pikachu	Pikachu	Pikachu
		Spinarak			
			Weedle	Weedle	

Items

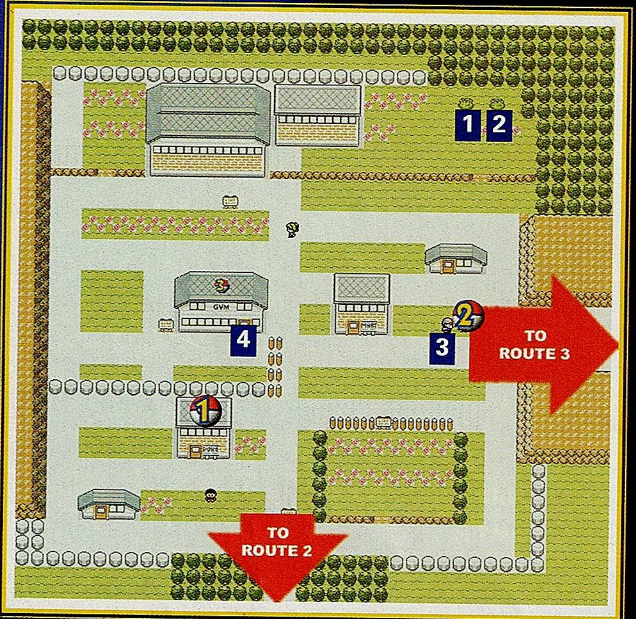
1. Carbos
2. Psncureberry
3. Nugget
4. Max Potion
5. Dire Hit
6. Elixir

Trainer Information

Trainer's Name	Type	Pokémon 1	Pokémon 2	Pokémon 3
Rob	Bug Catcher	Beedrill L32	Butterfree L32	—
Doug	Bug Catcher	Ariados L34	—	—
Ed	Bug Catcher	Beedrill L30	Beedrill L30	Beedrill L30

Pewter City

When you enter Pewter City, you notice right away that the Museum of Science is closed for renovations. Other than that, little has changed in three years. Talk to all the townspeople, because you can find an important Item here!

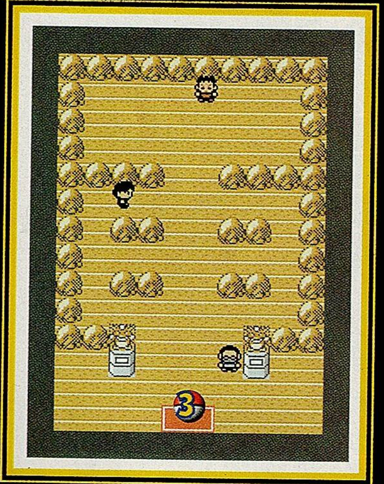


1 A gentleman in the Pokémon Center wants to trade his Rapidash for a Gloom. If you have one to spare, trade with him.

2 The gentleman near the Route 3 exit has a tremendously exciting Item in his possession. If you tell him you're from Johto, he'll reminisce about his boyhood journey there and the Item he found. If you're playing the Gold version of the game, you get the Silver Wing. If you're playing the Silver version, you'll get the Rainbow Wing. Now the next time you're in Johto you can get the other Legendary Bird!

3 Brock still runs the Gym in Pewter City and, yes, Rock- and Earth-type Pokémon are still his favorites. This is a simple Gym with a single Trainer to warm you up for your battle with Brock. As you can see from the foregoing Trainer Information table, his Pokémon lineup now includes two Ancient Pokémon (discovered in *Pokémon Red, Blue*, and *Yellow*). To counter, use Pokémon strong in Grass and Water moves. You can even use Electric attacks against the Rock/Water hybrids Omastar and Kabutops. When you defeat Brock, you win the Boulderbadge, which makes your Pokémon more powerful.

Inside the Pewter City Gym

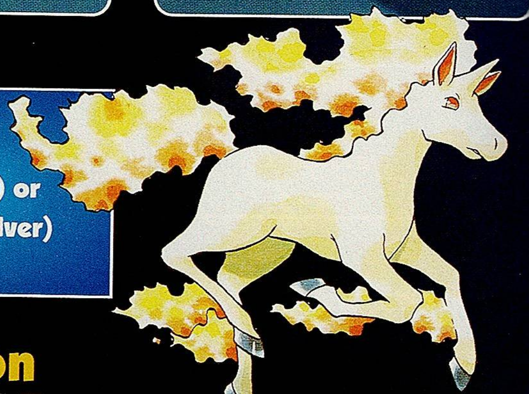


Pokémon Mart

Great Ball	₽600
Super Potion	₽700
Super Repel	₽500
Antidote	₽100
Parlyz Heal	₽200
Awakening	₽250
Burn Heal	₽250

Items

1. Mint Berry
2. Ice Berry
3. Silver Wing (Gold) or Rainbow Wing (Silver)
4. Boulderbadge



Wild Pokémon

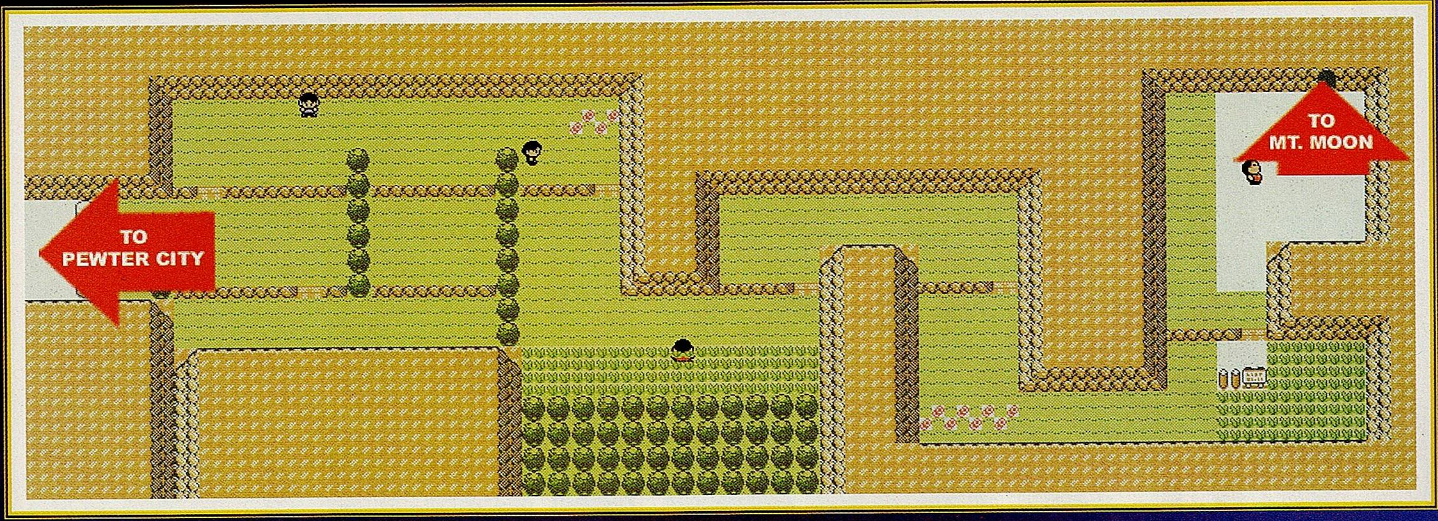
Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Trade a Gloom for a Rapidash with the old man inside the Poke Center.					

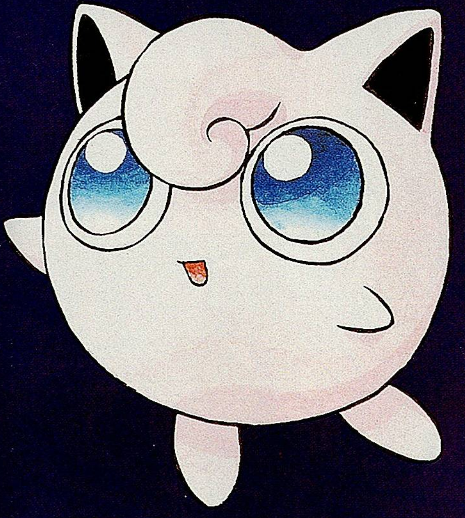
Trainer Information

Trainer's Name	Type	Pokémon 1	Pokémon 2	Pokémon 3	Pokémon 4	Pokémon 5
Jerry	Camper	Sandslash L37	—	—	—	—
Brock	Gym Leader	Graveler L41	Rhyhorn L41	Omastar L42	Onix L44	Kabutops L42

Route 3

Route 3 takes you from Pewter City to the mysterious Mt. Moon, where you'll battle your Rival. Consider running back to Pewter City to heal your Pokémon after you run the gamut of Trainers. The Pokémon Center that was there three years ago is there no longer.





Wild Pokémon

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
			Arbok		
			Ekans		
Jigglypuff			Jigglypuff		
Rattata			Rattata		
Spearow			Spearow		
		Zubat			Zubat

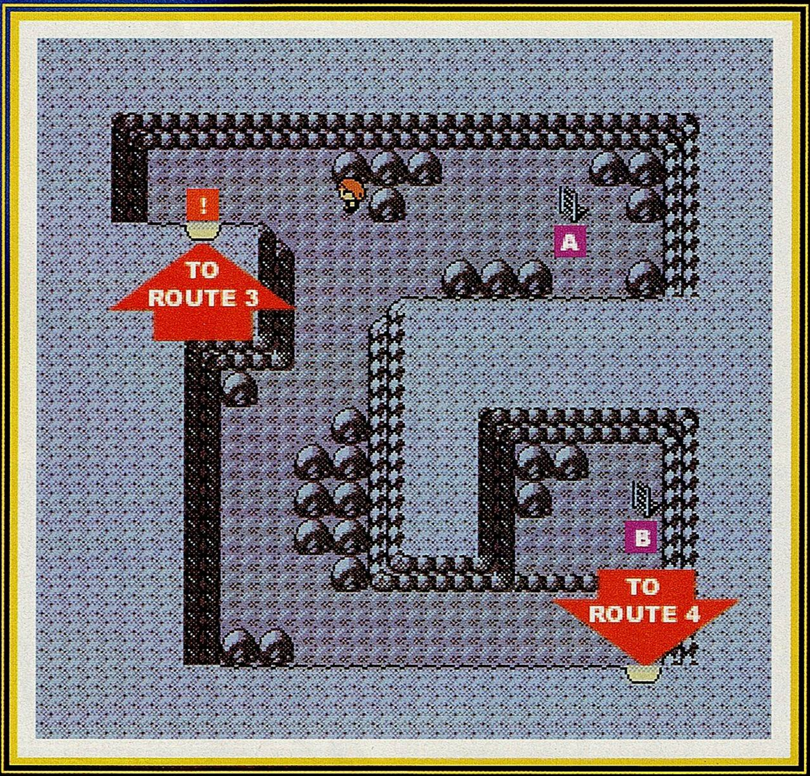
Trainer Information

Trainer's Name	Type	Pokémon 1	Pokémon 2	Pokémon 3
Warren	Youngster	Fearow L35	—	—
Jimmy	Youngster	Raticate L33	Arbok L33	—
Otis	Firebreather	Magmar L29	Weezing L32	Magmar L29
Burt	Firebreather	Koffing L32	???	—

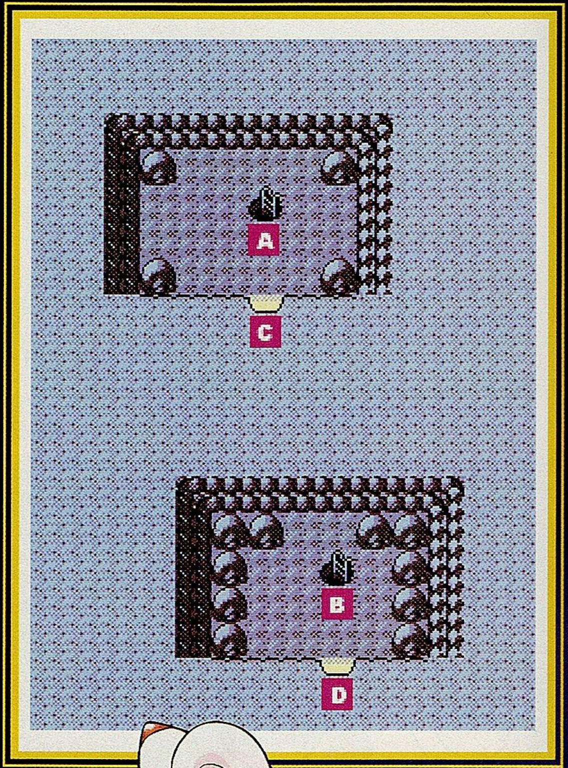
Mt. Moon

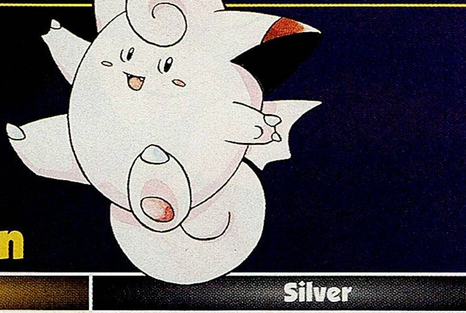
The Clefairy still play on Mt. Moon, even if it doesn't look quite the same as it used to. When you enter the cave, your Rival confronts you. Head upstairs and talk to the owners of the small store there. It's open only during the day, so write it into your schedule. You will learn something interesting about the field next door.

Floor 1F



Floor 2F (Caves)





Items

1. Moon Stone (Monday nites only)

NOTE

Match the lettered boxes on the maps to see where a staircase or teleporter will lead.

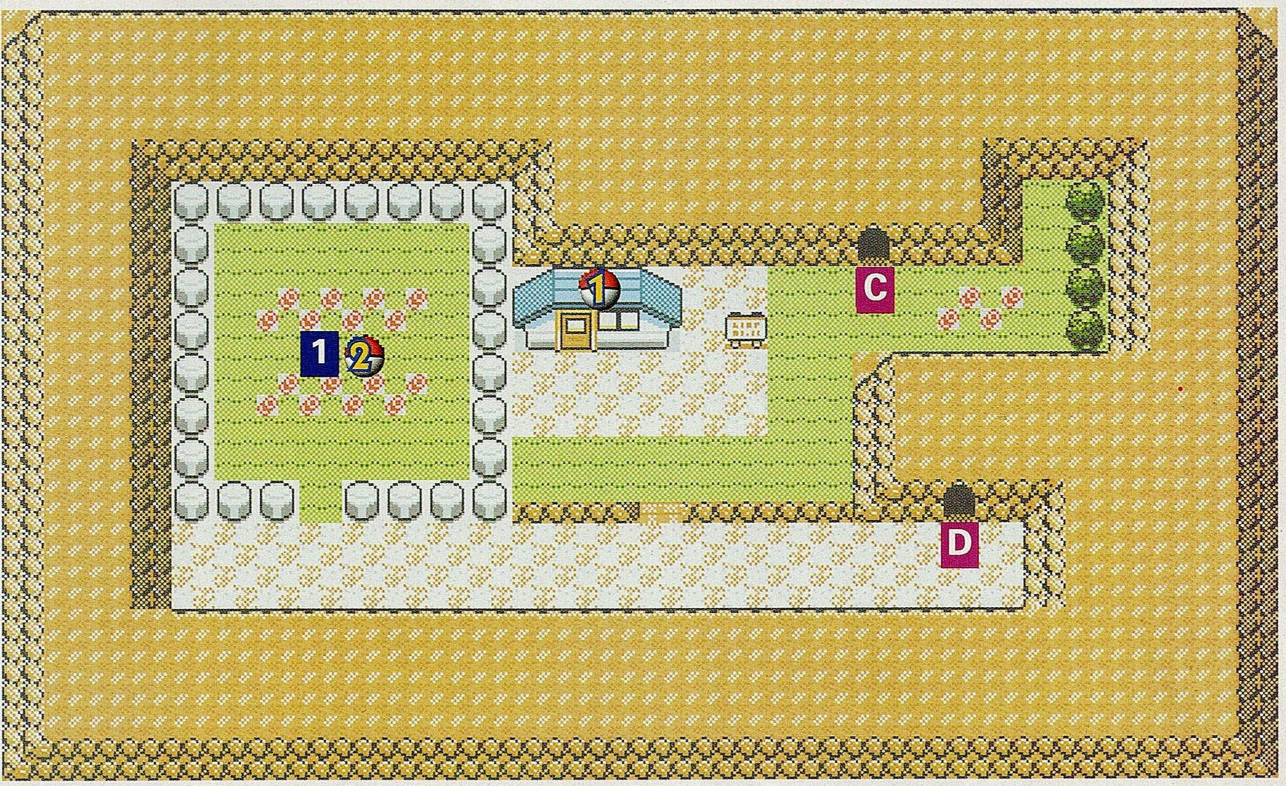
Poké Mart

Poké Doll	₽1000
Fresh Water	₽200
Soda Pop	₽300
Lemonade	₽350
Repel	₽350
Portrait Mail	₽50

Wild Pokémon

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Clefairy			Clefairy		
Geodude			Geodude		
Paras			Paras		
Sandshrew					
Sandslash					
Zubat			Zubat		

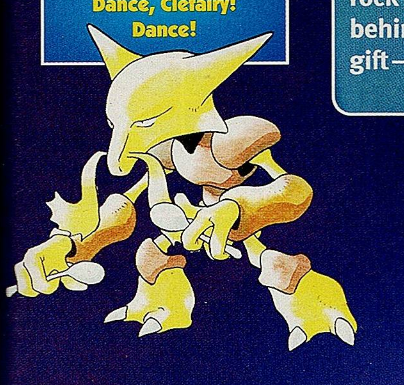
Floor 2F (Outside)



1 The Pokémon Mart here is open only during the morning and afterday. It offers a strange assortment of merchandise, including the very rare Portrait Mail. This stationery features the image of the Pokémon holding it and is fun to send to friends.

Dance, Clefairy! Dance!

2 Clefairy dance in the square every Monday nite. If you see them, check the rock they leave behind for a special gift—a Moon Stone!



Rival Battle #6

This is your final battle with your Rival. Are you ready? Not much has changed since your battle in Victory Road—except your Rival's attitude. Use the same tactics as before and you should come out the clear winner. Afterward, your Rival will take some time off to train in the Dragon's Den. You can visit him there every Tuesday and Thursday. On Mondays and Wednesdays, your Rival heads off to Indigo Plateau. Meet him there for another confrontation, if you dare.

It's been a while, GOLD.

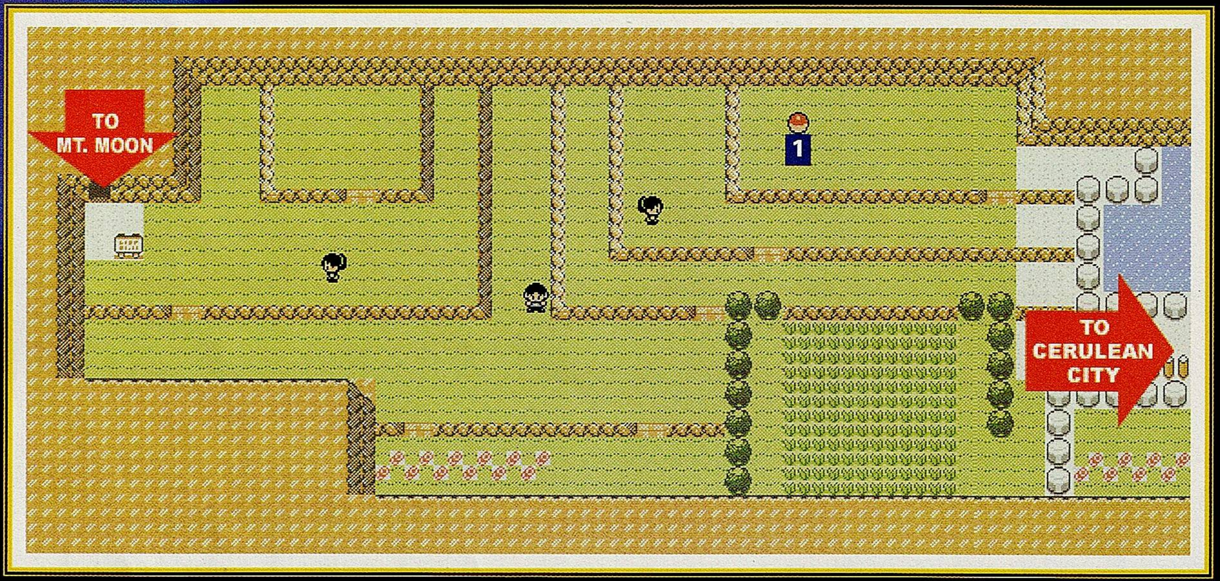
It's time for the final showdown!

Battle Pokémon

Sneasel	L41
Golbat	L42
Magneton	L41
Gengar	L43
Alakazam	L43
Feraligtr, Meganium, Typhlosion	L45

Route 4

Route 4 runs from Mt. Moon to Cerulean City. This route's terraced landscape Route makes it impossible for you to travel in the other direction (from Cerulean City to Mt. Moon), so grab all the Items and fight all the Trainers your first time through!

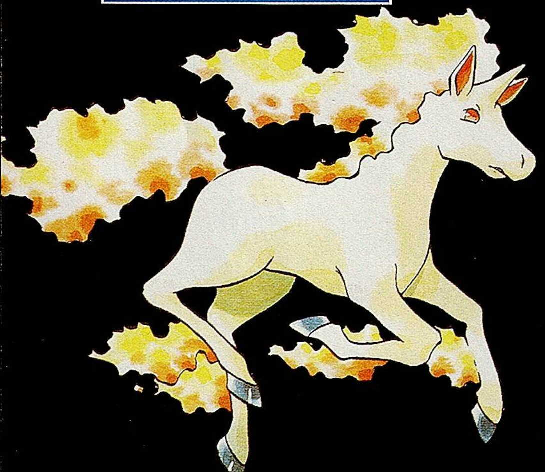


Items

1. HP Up

Trainer Information

Trainer's Name	Type	Pokémon 1	Pokémon 2
Hope	Picnicker	Flaaffy L34	—
Hank	Bird Keeper	Pidgey L12	Pidgeot L34
Sharon	Picnicker	Furret L31	Rapidash L33

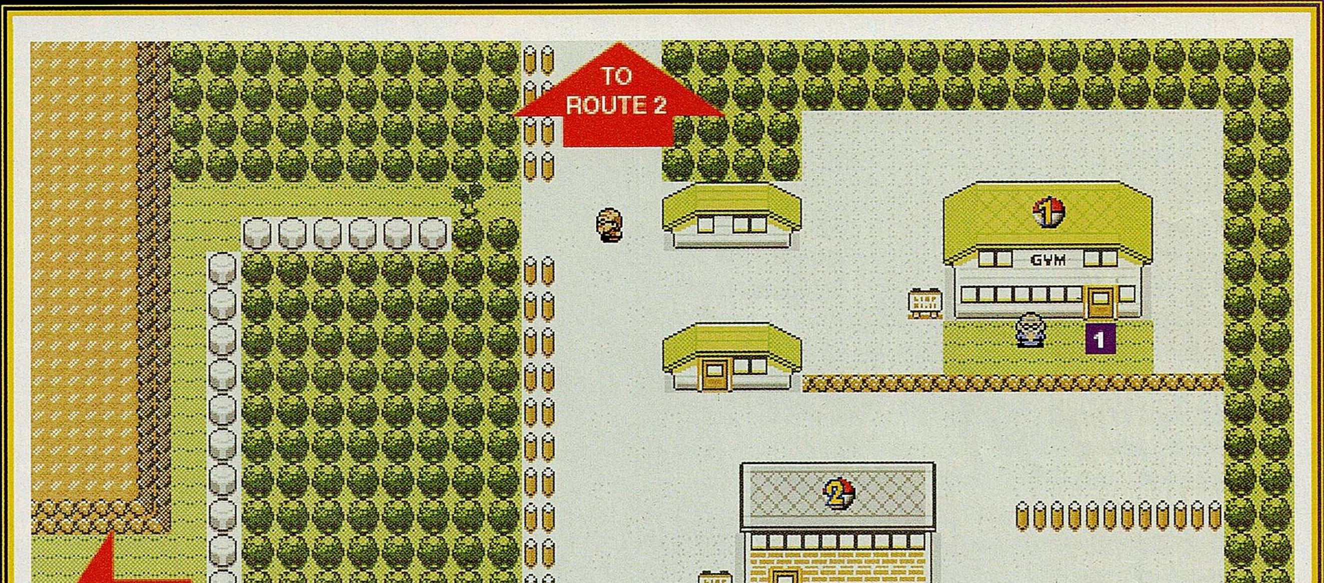


Wild Pokémon

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
			Arbok		
Ekans			Ekans		
Jigglypuff			Jigglypuff		
Rattata			Rattata		
Spearow			Spearow		
		Zubat			Zubat
Goldeen			Goldeen		
Magikarp			Magikarp		
Seaking			Seaking		

Viridian City

Viridian City is the crossroads of the western half of the Kanto region. To the south you'll find Pallet Town and Cinnabar Island; to the north lies Pewter Town and access to Mt. Moon; to the west you'll find the Pokémon League Reception Gate and access to Mt. Silver, Indigo Plateau, and Johto. While you're in town, check to see if Blue, the new Gym Leader, is in. Or take on a random Trainer in the Trainers' House.

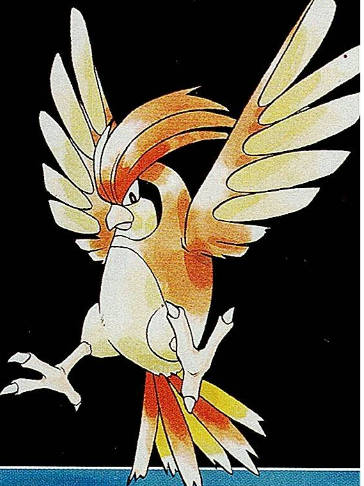


Items

1. Earthbadge
2. TM42 (Dream Eater)

Pokémon Mart

Ultra Ball	₽1200	Parlyz Heal	₽200
Hyper Potion	₽1200	Awakening	₽250
Full Heal	₽600	Burn Heal	₽250
Revive	₽1500	Flower Mail	₽50
Antidote	₽100		



1 Blue, the new Gym Leader of the Viridian City Gym, has a strange habit of wandering off to think about life. You can find him on Cinnabar Island, where you can persuade him to return to the Gym and battle you for the Earthbadge.

Blue is the hardest Kanto Gym Leader to beat. His Pokémon are in the mid- to upper 50s in level and run the gamut from Flying Pokémon to Water and Fire Pokémon: he has an extremely well-balanced team.

Use Water moves to take out Blue's Arcanine and Rhydon, Electric attacks to take out his Pidgeot and Gyarados, and Bug or Dark attacks to take out Alakazam and Exeggutor. This is a tough battle, but not very different from taking on the Elite Four or your own Rival. Survive and you get the Earthbadge—and everyone's approval!

2 If you need extra practice and a new challenge, visit the Trainer House, where you can battle some of the land's toughest Trainers—one per day. If you haven't used your Game Link to fight a friend or to trade Pokémon, you'll battle Cal, a Trainer with L50 versions of all three starting Pokémon. If you have used the Game Link, you'll battle a computer-generated version of your last Game Link partner.

3 Swim across the pool or cut down the sapling to encounter this sleepy guy. He keeps dreaming about a Drowzee that eats his dreams. When he wakes up, he finds TM42 (Dream Eater), and gives it to you!

Wild Pokémon

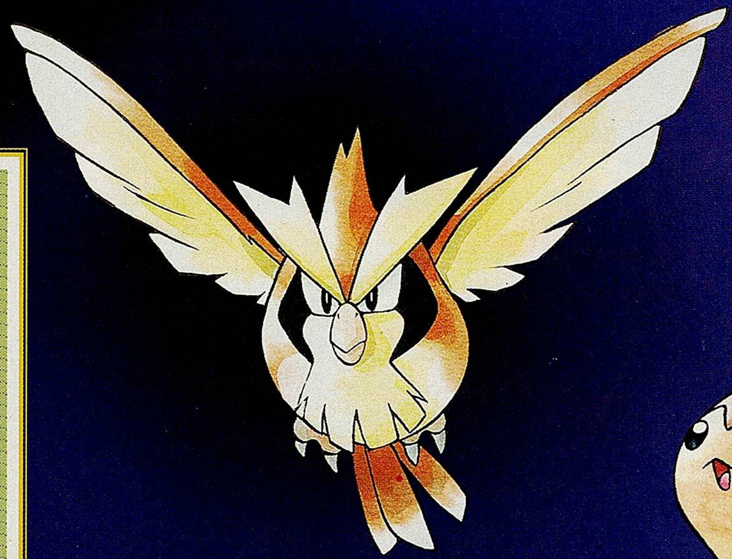
Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Magikarp			Magikarp		
Poliwag			Poliwag		
Poliwhirl			Poliwhirl		

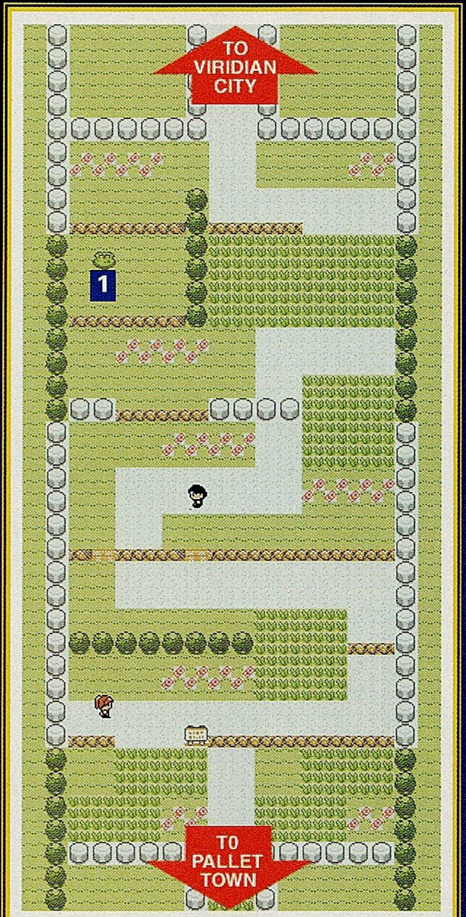
Trainer Information

Trainer's Name	Type	Pokémon 1	Pokémon 2	Pokémon 3	Pokémon 4	Pokémon 5	Pokémon 6
Blue	Gym Leader	Pidgeot L56	Alakazam L54	Rhydon L56	Gyarados L58	Exeggutor L58	Arcanine L5

Route 1

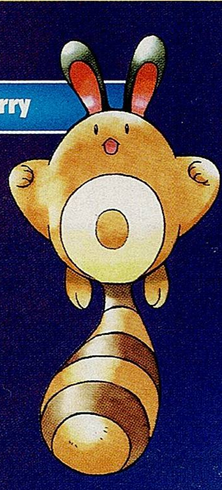
Route 1 runs between Viridian City and Pallet Town. The Pokémon there are young and weak, and easily frightened off by your best Pokémon. Come here when you want to level up Baby or other low-level Pokémon.





Items

1. Bitter Berry



Wild Pokémon

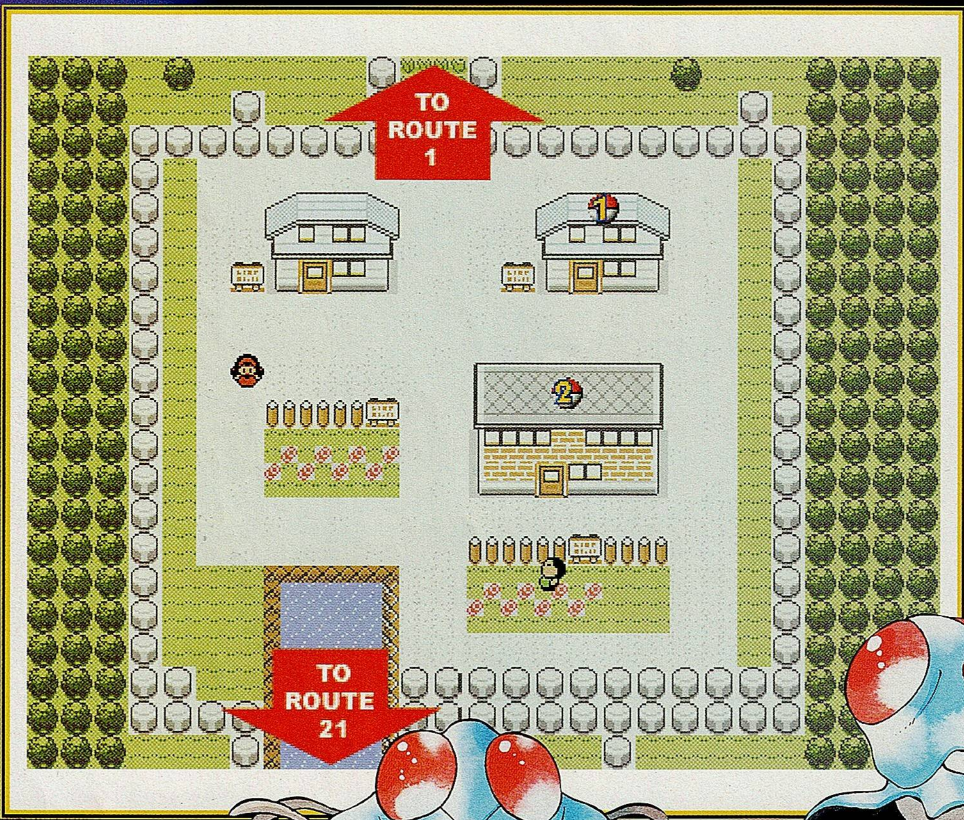
<table>
<tr><th colspan="3">Gold</th><th colspan="3">Silver</th></tr>
<tr><th>Morning</th><th>Day</th><th>Nite</th><th>Morning</th><th>Day</th><th>Nite</th></tr>
<tr><td colspan="2">Furret</td><td></td><td colspan="2">Furret</td><td></td></tr>
<tr><td></td><td></td><td>Hoothoot</td><td></td><td></td><td>Hoothoot</td></tr>
<tr><td colspan="2">Pidgey</td><td></td><td colspan="2">Pidgey</td><td></td></tr>
<tr><td colspan="3">Rattata</td><td colspan="3">Rattata</td></tr>
<tr><td colspan="2">Sentret</td><td></td><td colspan="2">Sentret</td><td></td></tr>
</table>

Trainer Information

Trainer's Name	Type	Pokémon 1	Pokémon 2	Pokémon 3
Danny	Schoolboy	Jynx L31	Electabuzz L31	Magmar L31
Quinn	Cool Trainer	Ivysaur L38	Starmie L38	—

Pallet Town

Pallet Town is where you'll find Prof. Oak and his Pokémon Research Lab. This tiny town is virtually identical to Johto's New Bark Town. You can find Red's mom waiting at home and Blue's sister sitting at her table next door. But Red has disappeared, and his Rival, Blue, is now Viridian City Gym Leader.

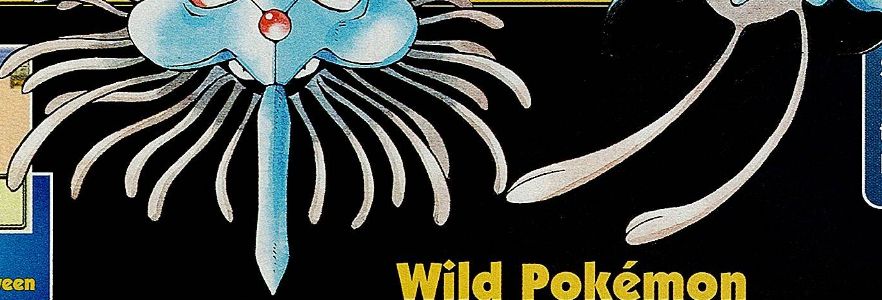


1 Blue's Sister, Daisy, is as courteous here as she was in *Pokémon Red*, *Blue*, and *Yellow*. Visit her on any day between 3 and 4 p.m., and she'll invite you to tea. While you relax, Daisy will groom one of your Pokémon. Grooming makes your Pokémon like you more, so visit Daisy often.

2 Prof. Oak's Pokémon Research Lab is renowned as the birthplace of the PokéDex. Check in with Prof. Oak after you collect all eight Kanto Gym Badges and he'll give you access to the last section of the Kanto region—Route 28 and Mt. Silver. Only the *finest* Pokémon Trainers may travel there, so you should feel honored!

DAISY: Which one should I groom?

Daisy grooms Pokémon only between 3 and 4 p.m.!



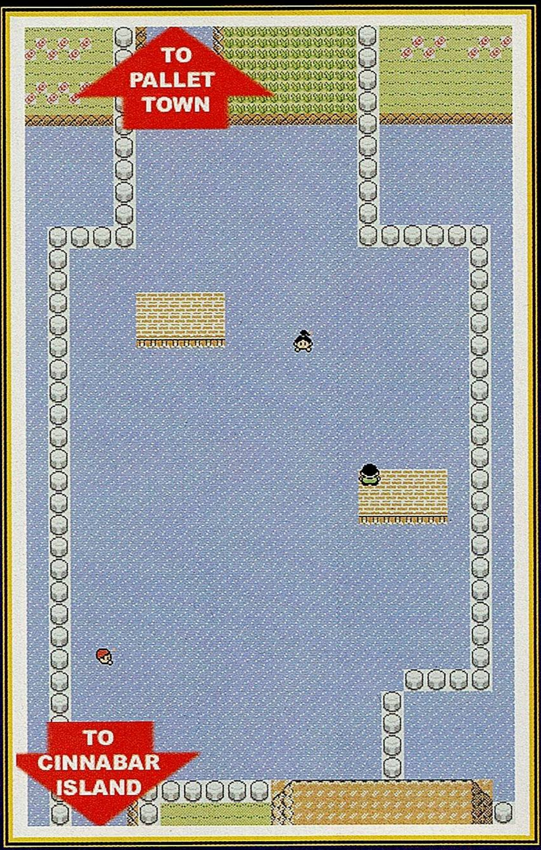
Wild Pokémon

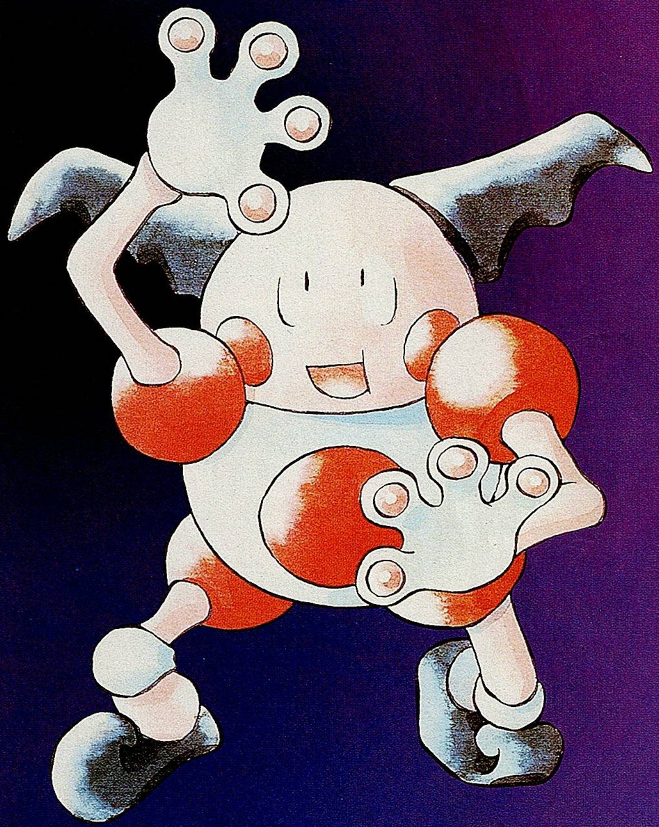
Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Magikarp			Magikarp		
Shellder			Shellder		
Tentacool			Tentacool		
Tentacruel			Tentacruel		

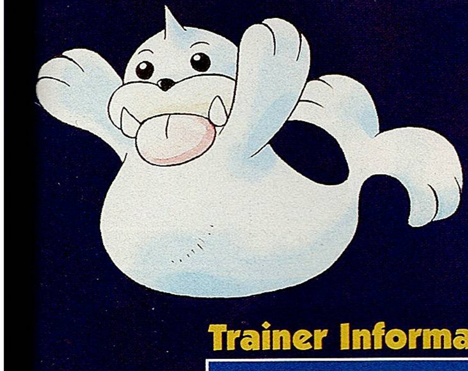
Route 21

Route 21 takes you from Pallet Town to Cinnabar Island. Since the volcano erupted, this is the only way to get to Cinnabar Island. (The beach at Fuchsia City is blocked by rubble!) You'll encounter few Trainers here, but lots of new Pokémon.

Route 21







Wild Pokémon

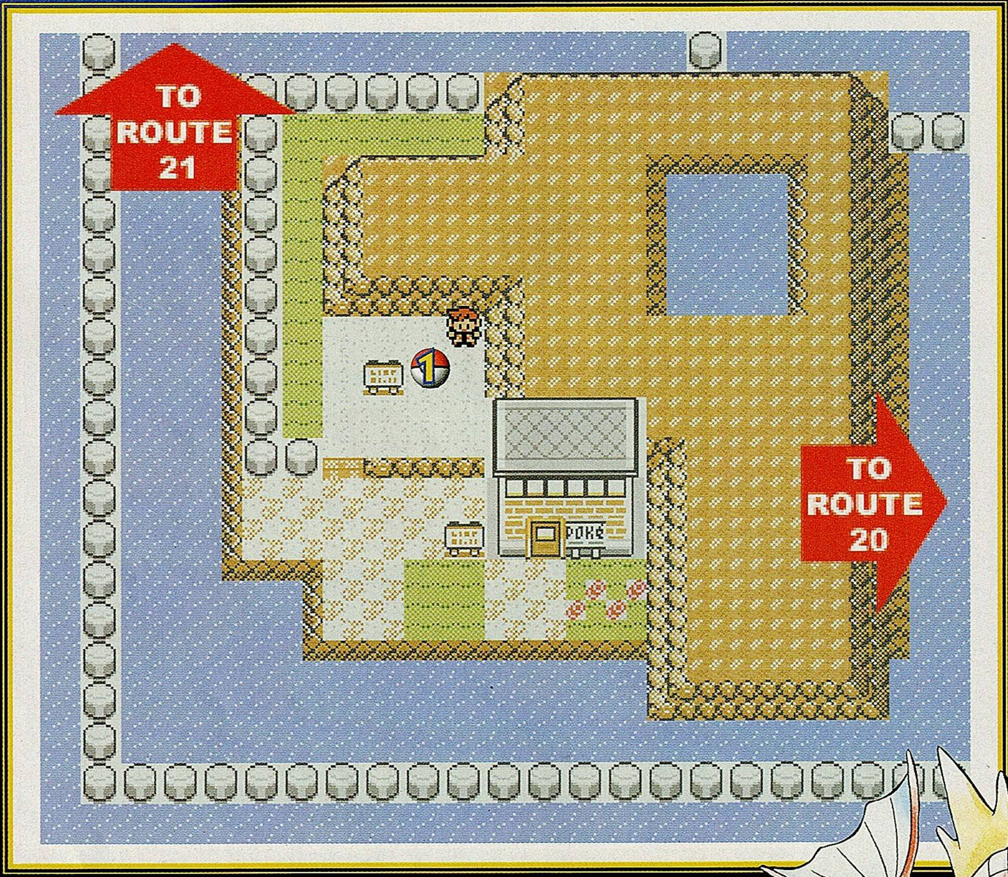
Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Mr. Mime			Mr. Mime		
Tangela			Tangela		
Magikarp			Magikarp		
Shellder			Shellder		
Tentacool			Tentacool		
Tentacruel			Tentacruel		

Trainer Information

Trainer's Name	Type	Pokémon 1	Pokémon 2	Pokémon 3	Pokémon 4
Nikki	Swimmer ♀	Seel L28	Seel L28	Seel L28	Dewgong L28
Arnold	Fisher	Tentacruel L34	—	—	—
Seth	Swimmer ♂	Quagsire L29	???	Quagsire L32	—

Cinnabar Island

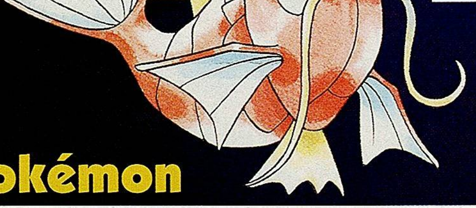
Cinnabar Island has undergone a transformation since an erupting volcano destroyed most of it. What once was a bustling city now is merely a Pokémon Center outpost. If you've come looking for the Cinnabar Island Gym, Blaine's moved it to a cavern on the Seafoam Islands.



1 Blue, Leader of the Viridian City Gym, often comes to Cinnabar Island to look at the wreckage and muse about the meaning of life. He's in no mood to battle you when you first approach him, but by the end of your conversation he's ready to rush back to his Gym. When you return to Viridian City, you'll find Blue waiting there.

That meddling RED did me in…

Blue obviously remembers the beating he got at Red's hands!



NOTE

Be sure to check the waters around Cinnabar Island for other Pokémon!

Wild Pokémon

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Magikarp			Magikarp		
Shellder			Shellder		
Tentacool			Tentacool		
Tentacruel			Tentacruel		

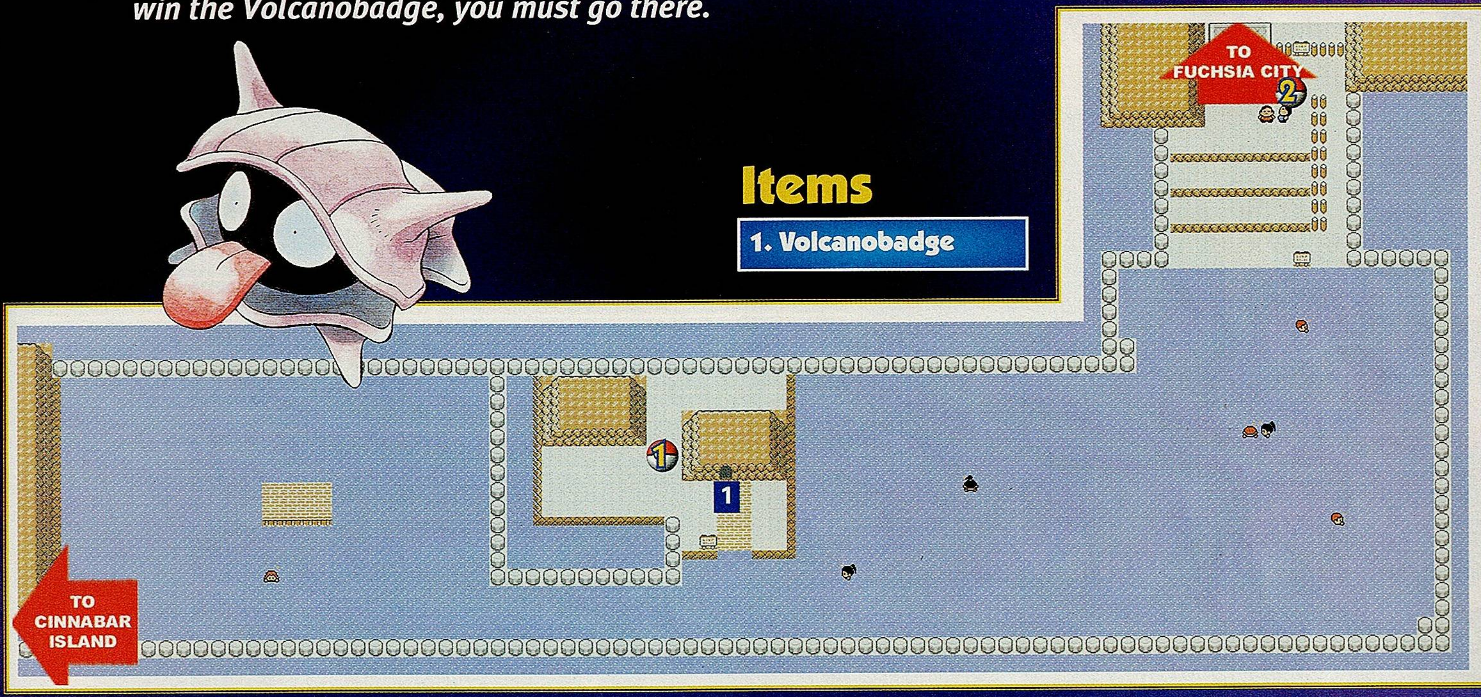
Routes 19, 20, and Seafoam Islands

Routes 19 and 20 still take you between Cinnabar Island and the mainland (at Fuchsia City). However, giant boulders tossed by the Cinnabar volcano now block the beach entrance to Fuchsia City. Workers toil to clear the debris, but there's no telling how long it will take them.

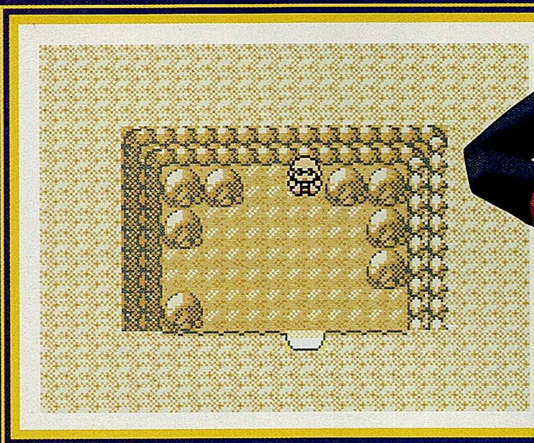
In other news, the Seafoam Islands are now home to the new Cinnabar Island Gym. To win the Volcanobadge, you must go there.

Items

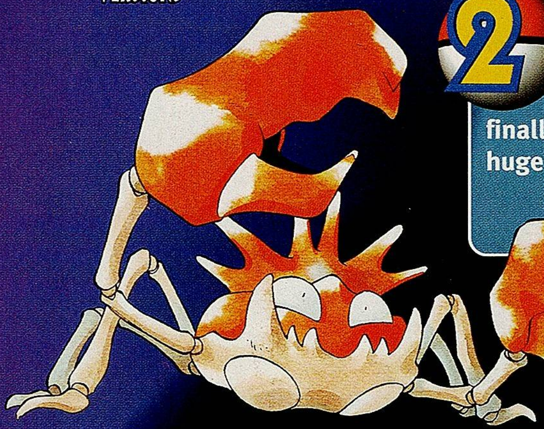
1. Volcanobadge



Inside the (new) Cinnabar City Gym



The Seafoam Islands have been reduced to a single cavern over the last three years, and the small space suits Blaine just fine. When you get to the Seafoam Islands, expect to fight Blaine by himself; the new Gym has no room for other Trainers! He uses three Fire-type Pokémon—Magmar, Rapidash, and a new one that will make your skin crawl. Following the Strengths and Weaknesses chart, your best bets are Water-, Ground-, and Rock-type attacks. When you defeat Blaine, you win the Volcanobadge. You should be pretty close to completing the Kanto Gym Challenge by now!



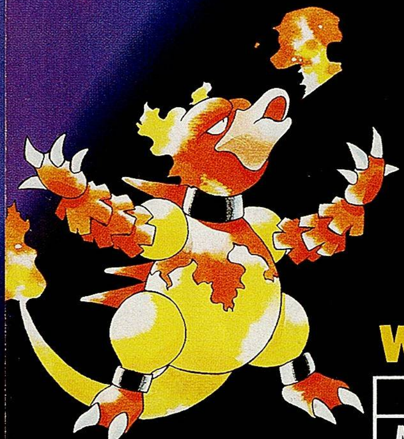
2 Once you get the Volcanobadge, Surf Route 19 to Fuchsia City for a big surprise. The workers finally have cleared the road of those huge boulders. Now you can go almost anywhere in the Kanto region!

The roadwork is finally finished.

Finally, you can travel freely between Cinnabar Island and Fuchsia City!

Wild Pokémon (Route 19)

<table>
<tr><th colspan="3">Gold</th><th colspan="3">Silver</th></tr>
<tr><th>Morning</th><th>Day</th><th>Nite</th><th>Morning</th><th>Day</th><th>Nite</th></tr>
<tr><td colspan="3">Kingler</td><td colspan="3">Kingler</td></tr>
<tr><td colspan="3">Krabby</td><td colspan="3">Krabby</td></tr>
<tr><td></td><td></td><td>Magikarp</td><td></td><td></td><td>Magikarp</td></tr>
<tr><td colspan="3">Staryu</td><td colspan="3">Staryu</td></tr>
<tr><td colspan="3">Tentacool</td><td colspan="3">Tentacool</td></tr>
<tr><td colspan="3">Tentacruel</td><td colspan="3">Tentacruel</td></tr>
</table>



Wild Pokémon (Route 20)

<table>
<tr><th colspan="3">Gold</th><th colspan="3">Silver</th></tr>
<tr><th>Morning</th><th>Day</th><th>Nite</th><th>Morning</th><th>Day</th><th>Nite</th></tr>
<tr><td colspan="3">Magikarp</td><td colspan="3">Magikarp</td></tr>
<tr><td colspan="3">Shellder</td><td colspan="3">Shellder</td></tr>
<tr><td colspan="3">Tentacool</td><td colspan="3">Tentacool</td></tr>
<tr><td colspan="3">Tentacruel</td><td colspan="3">Tentacruel</td></tr>
</table>

Trainer Information

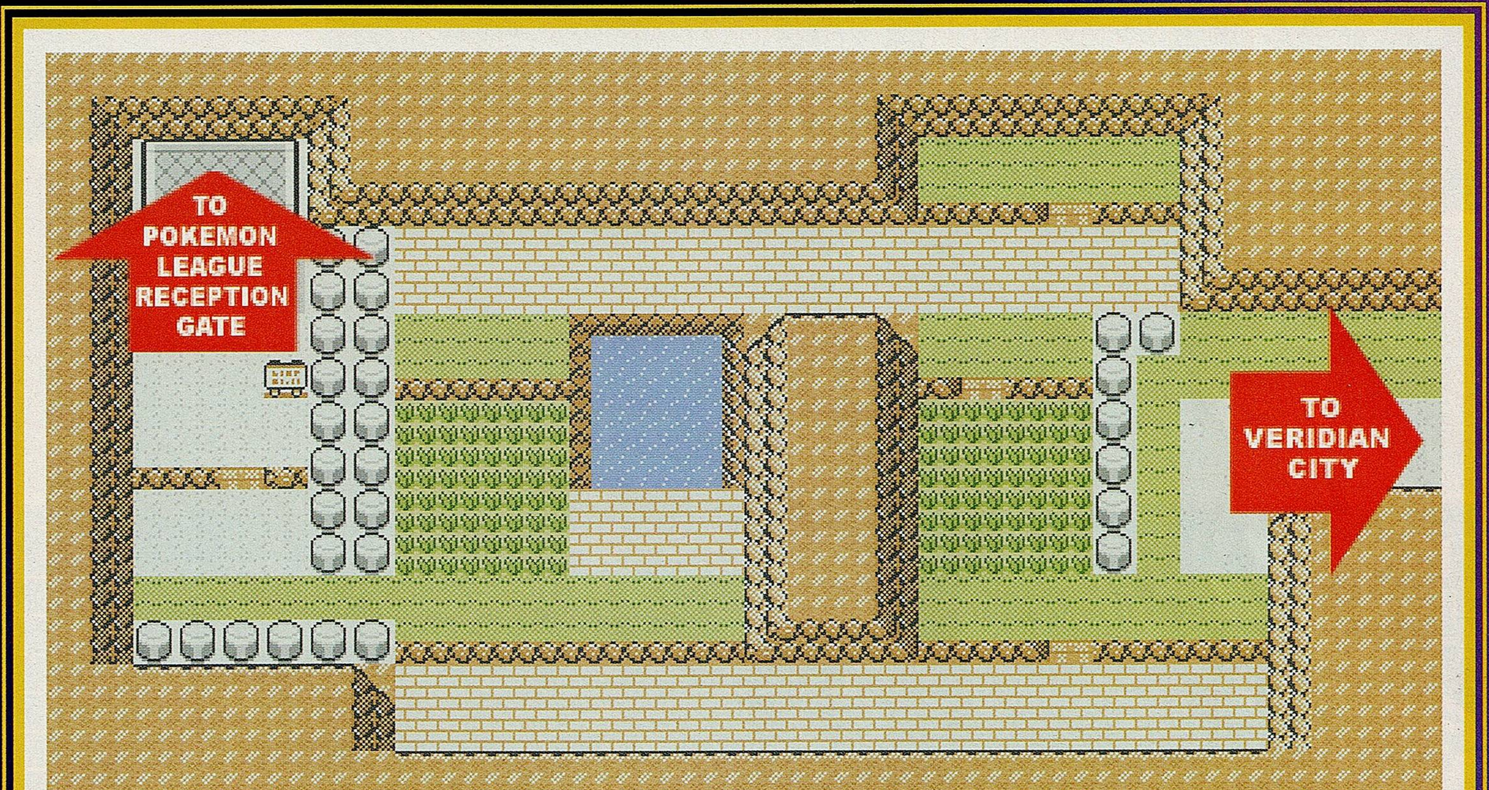
Trainer's Name	Type	Pokémon 1	Pokémon 2	Pokémon 3	Pokémon 4
Blaine	Gym Leader	???	Magmar L45	Rapidash L50	

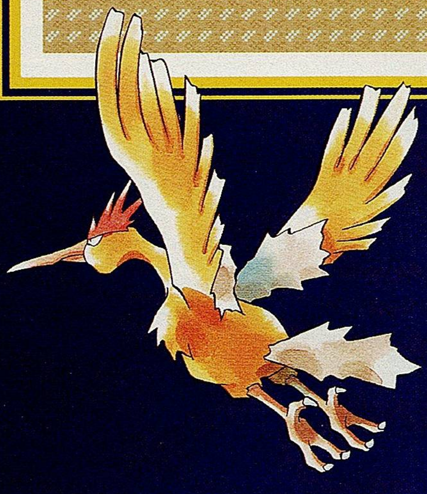
Trainer Information: Cinnabar Island Gym

Trainer's Name	Type	Pokémon 1	Pokémon 2	Pokémon 3	Pokémon 4
Cameron	Swimmer ♂	Marill L34	—	—	—
Lori	Swimmer ♀	Starmie L32	Starmie L32	—	—
Nicole	Swimmer ♀	Marill L29	Marill L29	Lapras L32	—
Harold	Swimmer ♂	???	Seadra L30	—	—
Tucker	Swimmer ♂	Shellder L30	Cloyster L34	—	—
Dawn	Swimmer ♀	Seaking L34	—	—	—
Jerome	Swimmer ♂	Seadra L26	Tentacool L28	Tentacruel L30	Goldeen L28

Route 22

Route 22 takes you between Viridian City and the Pokémon League Reception Gate. You need only pass through to the gate from this route to get rid of the guard blocking the way. To enter Route 28, you first must get all eight Badges to complete the Kanto Pokémon Gym Challenge. Then speak with Prof. Oak in Pallet Town and get permission!



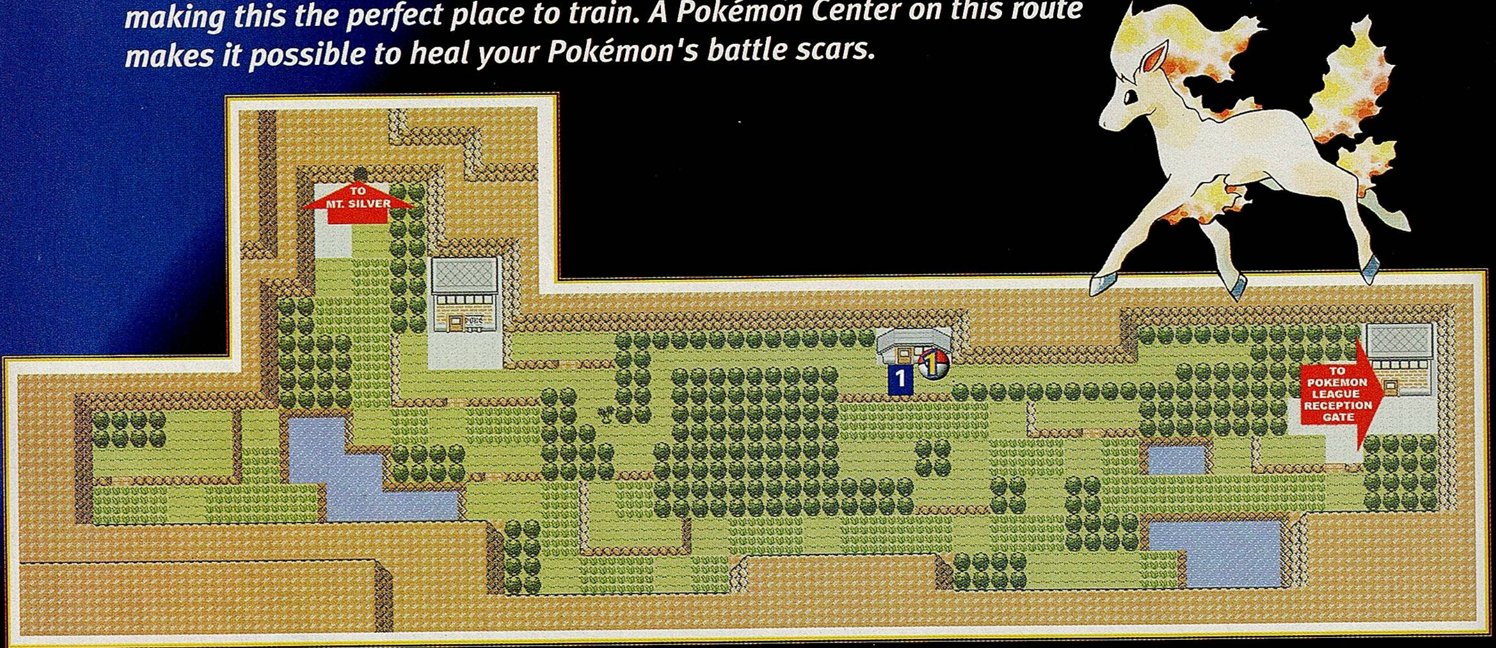


Wild Pokémon

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Doduo			Doduo		
Fearow			Fearow		
Ponyta			Ponyta		
Rattata			Rattata		
Spearow			Spearow		
Magikarp			Magikarp		
Poliwag			Poliwag		
Poliwhirl			Poliwhirl		

Route 28

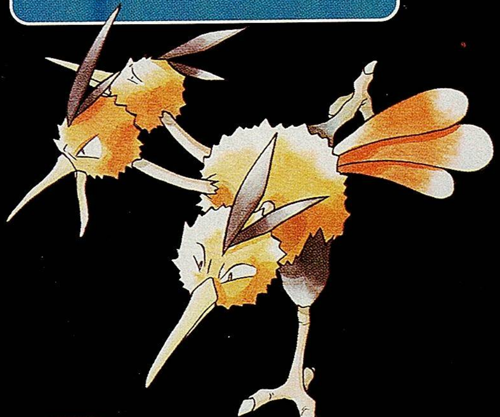
Only Route 28 stands between you and Mt. Silver. The Wild Pokémon here are quite strong, making this the perfect place to train. A Pokémon Center on this route makes it possible to heal your Pokémon's battle scars.



Items

1. TM47 (Iron Wing)

1 The woman in this house would prefer to remain unknown. If you promise to go away and tell no one she's there, she'll give you TM47 (Iron Wing).



Wild Pokémon

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Doduo			Doduo		
Dodrio			Dodrio		
Ponyta			Ponyta		
Rapidash			Rapidash		
Tangela			Tangela		
Magikarp			Magikarp		
Poliwag			Poliwag		
Poliwhirl			Poliwhirl		

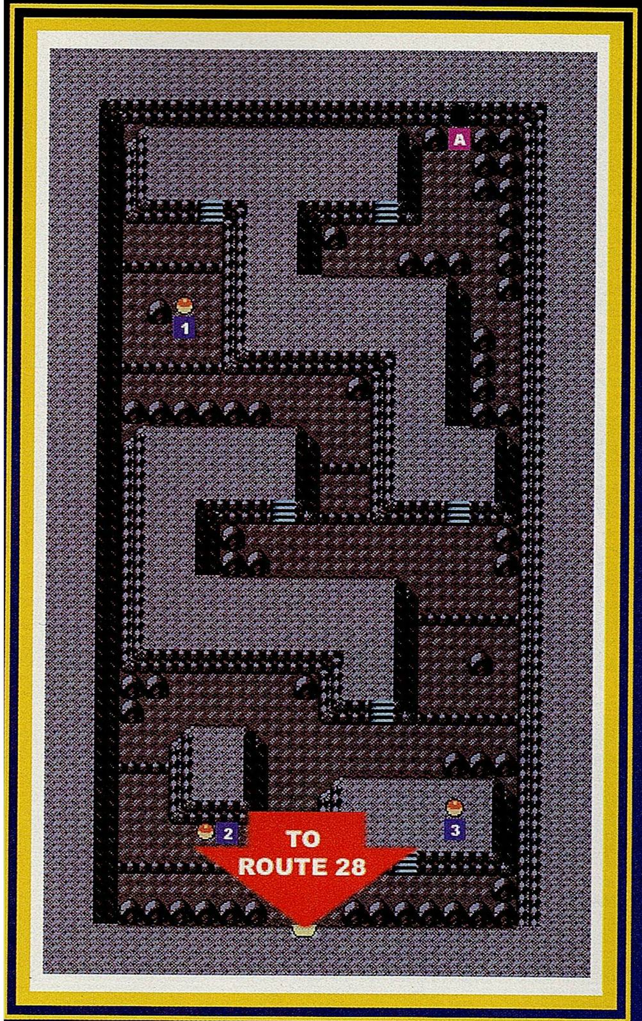
Wild Pokémon (Mt. Silver Entrance Area)

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Doduo			Doduo		
Dodrio			Dodrio		
Ponyta			Ponyta		
Rapidash			Rapidash		
Tangela			Tangela		
Magikarp			Magikarp		
Poliwag			Poliwag		
Poliwhirl			Poliwhirl		

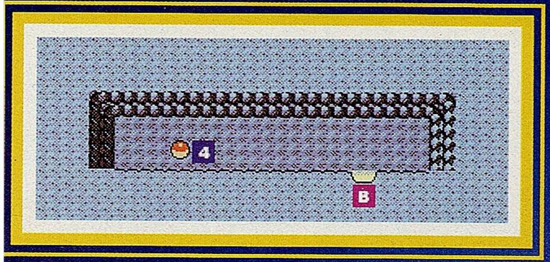
Mt. Silver

Access to Mt. Silver is the greatest honor a Pokémon Trainer can receive. The caverns are home to some of the weirdest and strongest Pokémon in either region. You'll encounter a lot of new Pokémon, so investigate and explore the mountain thoroughly. And you may see a familiar face: the Champion Red likes to hang out here.

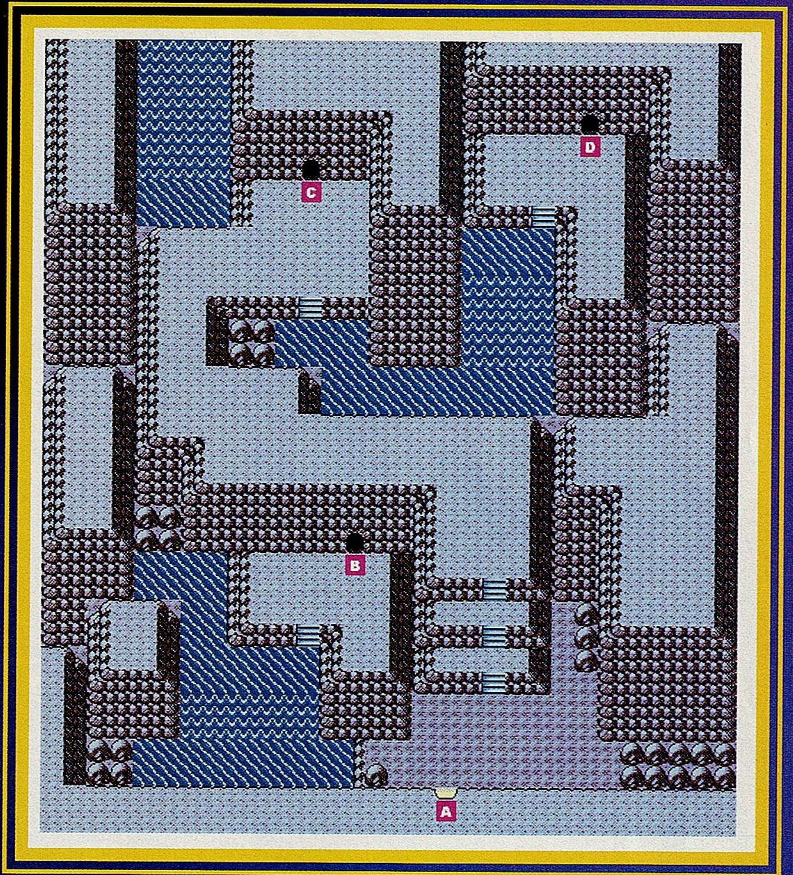
Floor 1F (Entrance cavern)



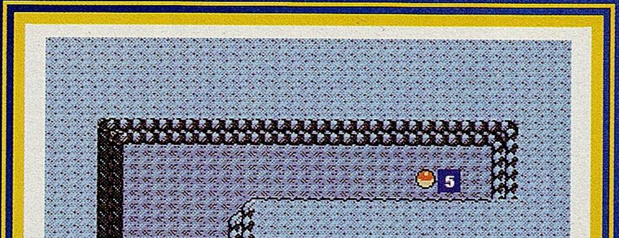
Floor 2F (West Cavern)



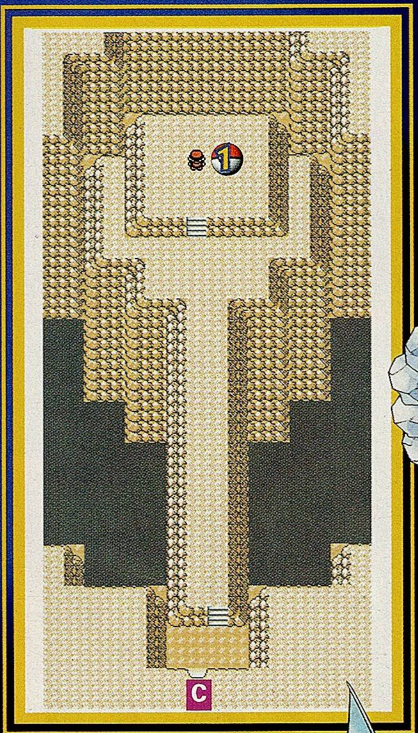
Floor 1F-2F



Floor 2F (East Cavern)



Floor 2F (North Cavern)



Wild Pokémon (Floor 1F—Entrance Area)

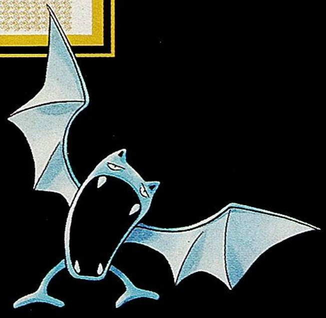
Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Golbat			Golbat		
Graveler			Graveler		
Onix			Onix		

Wild Pokémon (Floor 1F–2F)

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Golbat			Golbat		
Golduck			Golduck		
Quagsire			Quagsire		
Goldeen			Goldeen		
Magikarp			Magikarp		
Seaking			Seaking		

Items

1. Max Elixir
2. Escape Rope
3. X Accuracy
4. Max Revive
5. Full Restore



Wild Pokémon (Floor 2F—North Cavern)

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Golbat			Golbat		
Golduck			Golduck		
Onix			Onix		

1 A silent young man waits in this cavern, but for what? Perhaps he wants you to challenge him. If you do, you'll be up against the game's most formidable Trainer. Good Luck!

Wild Pokémon (Floor 2F—East and West Caverns)

Gold			Silver		
Morning	Day	Nite	Morning	Day	Nite
Golbat			Golbat		
Golduck			Golduck		
Quagsire			Quagsire		

TIP

For more information about this ultimate challenge, refer to the Sealed Section of this book!

NOTE

Be sure to explore all of Mt. Silver's caverns during both the day and the nite for new and unfamiliar Pokémon!

All the Moves

As you'd expect, the number and variety of moves have increased quite a bit since the days of Pokémon Red, Blue, *and* Yellow. *Moves break down into two types—Physical and Special. Their effectiveness depends on a Pokémon's Attack and Defense ratings (Physical moves) and Special Attack and Special Defense ratings (Special moves). Physical moves include Normal, Fighting, Flying, Ground, Rock, Bug, Ghost, Poison, and Steel varieties. Special Attacks include Fire, Water, Electric, Ice, Grass, Psychic, Dragon, and Dark.*

Battle Pokémon

Name	Type	STR	ACC	PP	Description	TM/HM #
Absorb	Grass	20	100	20	Pokémon recovers half the damage the opponent Pokémon takes from this attack.	
Acid	Poison	40	100	30	Offers 10% chance of lowering enemy's Defense by 1 point.	
Acid Armor	Poison	—	—	40	Raises Pokémon's Attack by 2 points.	
Aeroblast	Flying	100	95	5	Pokémon performs a Critical Hit more easily.	
Agility	Psychic	—	—	30	Doubles Pokémon's Speed.	
Amnesia	Psychic	—	—	20	Raises Pokémon's SP Defense by 2 points.	
Ancient Power	Rock	60	100	5	Offers 10% chance of raising all the Pokémon's abilities by 1 point.	
Attract	Normal	—	100	15	Offers 50% probability of preventing attacks from opponent Pokémon (of the opposite sex only).	45
Aurora Beam	Ice	65	100	20	Offers 10% chance of lowering the enemy's Attack by 1 point.	
Barrage	Normal	15	85	20	Attacks 2–5 times in one turn.	
Barrier	Psychic	—	—	30	Increases Pokémon's Defense by 2 points.	
Baton Pass	Normal	—	—	40	Changes out the casting Pokémon for another Allied Pokémon. Substitute Pokémon inherits any beneficial Support Effects gained so far. Move fails if you have no Pokémon to alternate.	
Beat Up	Dark	10	—	10	Number of attacks against opponent equals Pokémon's number. Doesn't include Fainted Pokémon or those with status anomalies in that number.	
Belly Drum	Normal	—	—	10	Raises Attack to its maximum level, but decreases Pokémon's Max HP by half.	
Bide	Normal	—	100	10	Attack continues for 2–3 turns. Damage from opponent during that time is returned doubled.	
Bind	Normal	15	75	20	Consecutive attack for 2–5 turns. Opponent Pokémon can't flee during that time.	
Bite	Dark	60	100	25	Causes opponent to Flinch (30% probability).	
Blizzard	Ice	120	90	5	Increases chance of Freezing opponent by 30%.	14
Body Slam	Normal	85	100	15	Increases effect of Paralysis by 30%.	
Bone Club	Ground	65	85	20	Increases chance of causing opponent Pokémon to Flinch by 10%.	
Bonemerang	Ground	50	90	10	Pokémon attacks twice in a row each turn.	
Bone Rush	Ground	25	—	10	Attacks 2–5 turns in one round.	
Bubble	Water	20	100	30	Lowers opponent Pokémon's Speed (10% probability).	
Bubblebeam	Water	65	100	20	Increases chance of lowering opponent Pokémon's Speed by 10%.	
Charm	Normal	—	100	20	Lowers opponent Pokémon's Attack by 1 point.	
Clamp	Water	35	75	10	Attacks over 2–5 consecutive turns. Opponent Pokémon can't flee during this time.	
Comet Punch	Normal	18	85	15	Attacks 2–5 times in one turn.	
Confuse Ray	Ghost	—	100	10	Confuses opponent.	
Confusion	Psychic	50	100	25	Increases effect of Confusion by 10%.	
Constrict	Normal	10	100	35	Lowers opponent Pokémon's Speed by 1 point (10% probability).	
Conversion	Normal	—	—	30	Changes casting Pokémon to one of its move types.	
Conversion 2	Normal	—	100	30	Changes casting Pokémon to a type resistant to attack opponent Pokémon will use.	
Cotton Spore	Grass	—	85	40	Lowers opponent Pokémon's Speed by 2 points.	
Counter	Fighting	—	100	20	Attacks second in battle and inflicts twice as much damage as opponent's attack.	
Crabhammer	Water	90	85	10	Pokémon produces Critical Attack more easily.	
Cross Chop	Fighting	100	80	5	Pokémon produces Critical Attack still more easily.	
Crunch	Dark	80	100	25	Lowers opponent Pokémon's SP Defense by 1 point (20% probability).	
Curse	???	—	—	10	Raises Pokémon's Attack and Defense by 1 point and lowers Pokémon's Speed by 1 point. When cast by Ghost-type Pokémon, decreases own HP by half and opponent Pokémon's HP each turn.	3
Cut	Normal	50	95	30	Normal Attack. On field, cuts down thin trees.	HM01
Defense Curl	Normal	—	—	40	Raises Pokémon's Defense by 1 point.	40
Destiny Bond	Ghost	—	—	5	If Pokémon Faints after using this move, opponent Pokémon does, too.	
Detect	Fighting	—	—	5	Allows you to evade attack this turn without doubt. Success rate decreases with each consecutive use.	43
Dig	Ground	60	100	10	Digs hole during Turn 1, attacks on Turn 2. On field, use this move to escape from caves.	28
Disable	Normal	—	55	20	Disables just-used opponent move for number of turns.	
Dizzy Punch	Normal	70	100	10	Increases chance of Confusing opponent by 20%.	
Double-Edge	Normal	100	100	15	Casting Pokémon receives 1/4 damage it inflicts on opponent.	
Double Kick	Fighting	30	100	30	Pokémon's attack hits twice.	
Doubleslap	Normal	15	85	10	Attack 2–5 times in one turn.	
Double Team	Normal	—	—	15	Raises Pokémon's Evasiveness by 1 point.	32
Dragonbreath	Dragon	60	100	20	Paralyzes opponent (30% probability).	24
Dragon's Rage	Dragon	—	100	10	Does 40 points damage regardless of Pokémon's abilities.	
Dream Eater	Psychic	100	100	15	Works only when opponent is Asleep. Pokémon recovers half HP damage inflicted.	42
Drill Peck	Flying	80	100	20	Normal Attack	
Dynamicpunch	Fighting	100	50	5	If move hits, opponent becomes Confused.	1
Egg Bomb	Normal	100	75	10	Normal Attack	

Name	Type	STR	ACC	PP	Description	TM/HM #
Ember	Fire	40	100	25	Increases chance of Burning opponent Pokémon by 10%.	
Encore	Normal	—	100	5	Makes opponent Pokémon repeat last move used 2–6 times.	
Endure	Normal	—	—	10	Pokémon always survives with 1 HP regardless of attack. Success rate decreases with repeated use.	20
Explosion	Normal	250	100	5	Opponent Pokémon Faints after attack ends.	
Extreme Speed	Normal	80	100	5	Attack always hits first. If both Pokémon use this, works for one with highest Speed.	
Faint Attack	Dark	60	—	20	Attack hits opponent without fail.	
False Swipe	Normal	40	100	40	Leaves opponent with 1 HP. (You can't defeat a Pokémon with this move.)	
Fire Blast	Fire	120	85	5	Increases chance of Burning opponent Pokémon by 10%.	38
Fire Punch	Fire	75	100	15	Increases chance of Burning opponent Pokémon by 10%.	48
Fire Spin	Fire	15	70	15	Pokémon attacks for 2–5 consecutive turns. Opponent Pokémon can't flee during this time.	
Fissure	Ground	—	30	5	Defeats enemy with one attack. Won't work against Flying-type Pokémon.	
Flail	Normal	—	100	15	Inflicts more damage the lower the Pokémon's HP.	
Flame Wheel	Fire	60	100	25	Offers 10% chance of inflicting Burn. Melts Ice.	
Flamethrower	Fire	95	100	15	Increases Burn effect by 10%.	
Flash	Normal	—	70	20	Lowers opponent's Accuracy by 1 point.	HM05
Fly	Flying	70	95	15	Casting Pokémon flies into air on Turn 1 and attacks on Turn 2. On field, use this move to fly to cities you've visited before.	HM02
Focus Energy	Normal	—	—	30	Pokémon produces Critical Attack more easily.	
Foresight	Normal	—	100	40	Opponent's Evasiveness returns to normal. Fighting and Normal attacks become effective against Ghost-type Pokémon.	
Frustration	Normal	—	100	20	The more the opponent Pokémon hates you, the stronger the attack.	21
Fury Attack	Normal	15	85	20	Attacks 2–5 times in one turn.	
Fury Cutter	Bug	—	95	20	This move's strength doubles each consecutive turn it's used successfully. Strength returns to normal when you stop using it or it misses.	49
Fury Swipes	Normal	18	80	15	Attack 2–5 consecutive turns.	
Future Sight	Psychic	80	90	15	Attacks opponent Pokémon after 2 turns.	
Giga Drain	Grass	60	100	5	Pokémon recovers half the damage this attack inflicts on opponent Pokémon.	19
Glare	Normal	—	75	30	Paralyzes enemy.	
Groundquake	Ground	100	100	10	Normal attack. Has no effect against Flying-type Pokémon.	26
Growl	Normal	—	100	40	Lowers opponent's Attack by 1 point.	
Growth	Normal	—	—	40	Raises Pokémon's SP Attack by 1 point.	
Guillotine	Normal	—	30	5	In one blow, you Knock Out opponent.	
Gust	Flying	40	100	35	Normal Attack	
Harden	Normal	—	—	30	Raises Pokémon's Defense by 1 point.	
Haze	Ice	—	—	30	Returns all Status anomalies (of both casting and opponent Pokémon) to normal.	
Headbutt	Normal	70	100	15	Offers 30% chance of causing opponent to Flinch. On field, use to bash into trees and possibly Knock Out Pokémon.	2
Heal Bell	Normal	—	—	5	Recovers all of Ally's status anomalies.	
Hidden Power	Normal	—	100	15	Changes type and power based on Pokémon using it.	10
Hi Jump Kick	Fighting	85	90	20	When this attack fails, Pokémon takes 1/8 of possible damage inflicted.	
Horn Attack	Normal	65	100	25	Normal Attack	
Horn Drill	Normal	—	30	5	Knock Out opponent in one blow.	
Hydro Pump	Water	120	80	5	Normal Attack	
Hyper Beam	Normal	150	90	5	Inflicts large amount of damage. Pokémon can't attack on next turn.	15
Hyper Fang	Normal	80	90	15	Increases chance of causing opponent Pokémon to Flinch by 10%.	
Hypnosis	Psychic	—	60	20	Puts enemy to Sleep.	
Ice Beam	Ice	95	100	10	Increases effect of Freezing on opponent Pokémon by 10%.	
Ice Punch	Ice	75	100	15	Increases effect of Freezing on opponent Pokémon by 10%.	33
Icy Wind	Ice	55	95	15	Lowers opponent Pokémon's Speed by 1 point.	16
Iron Tail	Steel	100	75	15	Lowers opponent Pokémon's Defense one level (30% probability).	23
Jump Kick	Fighting	70	95	25	When this attack fails, Pokémon takes 1/8 damage it could have inflicted.	
Karate Chop	Fighting	50	100	25	Pokémon produces Critical Attack more easily.	
Kinesis	Psychic	—	80	15	Lowers opponent's Accuracy by 1 point.	
Leech Life	Bug	20	100	15	Pokémon recovers half the damage this attack inflicts on opponent Pokémon.	
Leech Seed	Grass	—	90	10	Absorbs opponent Pokémon's HP each turn and recovers part of HP absorbed. Continues even after opponent Pokémon is changed.	
Leer	Normal	—	100	30	Lowers opponent Pokémon's Defense by 1 point.	
Lick	Ghost	20	100	30	Increases Paralysis effect by 30%.	
Light Screen	Psychic	—	—	30	Halves damage from Special Attacks for 5 turns. Continues after changing casting Pokémon.	
Lock-on	Normal	—	100	5	Attack on Pokémon's next turn hits with certainty.	
Lovely Kiss	Normal	—	75	10	Puts opponent Pokémon to Sleep.	
Low Kick	Fighting	50	90	20	Offers 30% probability of making opponent Flinch.	
Mach Punch	Fighting	40	100	30	Pokémon strikes first without fail. (If both Pokémon produce this attack, the one with the highest Speed rating goes first.)	
Magnitude	Ground	—	100	30	Attack strength changes randomly (10, 30, 50, 70, 90, 110, or 150).	
Mean Look	Normal	—	100	5	Renders opponent Pokémon unable to flee until caster is no longer in battle.	
Meditate	Psychic	—	—	40	Raises Pokémon's Attack by 1 point.	
Mega Drain	Grass	40	100	10	Pokémon absorbs half the damage it inflicts.	
Megahorn	Bug	120	85	10	Normal Attack	

Name	Type	STR	ACC	PP	Description	TM/HM #
Mega Kick	Normal	120	75	5	Normal Attack	
Mega Punch	Normal	80	85	20	Normal Attack	
Metal Claw	Steel	50	95	35	Raises Pokémon's Defense by 1 point. (10% probability).	
Metronome	Normal	—	—	10	Produces various attacks randomly.	
Milk Drink	Normal	—	—	10	Pokémon recovers half its Max HP. On field, distributes 1/5 caster's HP among all Allied Pokémon.	
Mimic	Normal	—	100	10	Pokémon may copy and use opponent Pokémon's last attack for duration of battle.	
Mind Reader	Normal	—	100	5	Pokémon's next attack hits without fail.	
Minimize	Normal	—	—	20	Increases caster's Evasiveness by 2 points.	
Mirror Coat	Psychic	—	100	20	Pokémon attacks second in battle, regardless of its Speed. Returns opponent Pokémon's Special Attacks doubled.	
Mirror Move	Flying	—	—	20	Pokémon counters with opponent Pokémon's attack.	
Mist	Ice	—	—	30	Moves that lower abilities have no effect on caster.	
Moonlight	Normal	—	—	5	Pokémon recovers HP; effectiveness varies based on time of day.	
Morning Sun	Normal	—	—	5	Pokémon recovers HP; effectiveness varies based on time of day.	
Mud-Slap	Ground	20	100	10	Lowers opponent Pokémon's Accuracy by 1 point.	31
Nitemare	Ghost	—	100	10	Gives opponent Pokémon Nitemare status. Works only when opponent is Asleep.	50
Nite Shade	Ghost	—	100	15	Inflicts damage equal to Pokémon's level, regardless of its abilities or those of opponent Pokémon.	
Octazooka	Water	65	85	10	Lowers opponent Pokémon's Accuracy by 1 point (50% probability).	
Outrage	Dragon	90	90	15	Attacks for 2–3 consecutive turns; then Pokémon becomes Confused when attack is finished.	
Pain Split	Normal	—	100	20	Totals both Pokémon's HP, then gives each 1/2 that sum.	
Pay Day	Normal	40	100	20	After battle, Pokémon receives money equal to its level x number of attacks x 2.	
Peck	Flying	35	100	35	Normal Attack	
Perish Song	Normal	—	—	5	Makes both battling Pokémon Faint after 3 turns. Effect disappears if Pokémon is changed.	
Petal Dance	Grass	70	100	20	Attack for 2–3 turns. When effect ends, the casting Pokémon becomes Confused.	
Pin Missile	Bug	14	85	20	Attacks 2–5 times in one turn.	
Poison Gas	Poison	—	55	40	Poisons opponent.	
Poisonpowder	Poison	—	75	35	Poisons opponent.	
Poison Sting	Poison	15	100	35	Increases Poison effect by 30%.	
Pound	Normal	40	100	35	Normal Attack	
Powder Snow	Ice	40	100	25	Freezes opponent Pokémon (10% probability).	
Present	Normal	—	—	15	Inflicted is 40, 80, or 120 points of damage but recovers opponent's HP by 80.	
Protect	Normal	—	—	10	Defends against opponent's current attack. Success ratio decrease with each consecutive use.	17
Psybeam	Psychic	65	100	20	Increases chance of Confusion by 10%.	
Psychic	Psychic	90	100	10	Reduces opponent's SP Defense by 1 point (10% probability).	29
Psych Up	Normal	—	—	10	When opponent Pokémon uses move(s) with beneficial side effects (such as Leech Seed), your Pokémon benefits, as well.	9
Psywave	Psychic	—	80	15	Randomly inflicts 1 to 1.5 points damage x Pokémon's level.	
Pursuit	Dark	40	100	20	If used before opponent changes Pokémon, inflicts twice as much damage as it's changed.	
Quick Attack	Normal	40	100	30	Get preemptive attack without fail. (If both Pokémon use this attack, the one with the highest Speed lands attack first.)	
Rage	Normal	20	100	20	Raises Pokémon's Attack every time it takes damage.	
Rain Dance	Water	—	—	5	Raises strength of Water-type attacks for 5 turns.	18
Rapid Spin	Normal	20	100	40	Releases Pokémon from continuous move(s) such as Bind and Leech Seed.	
Razor Leaf	Grass	55	95	25	Pokémon produces Critical Hit more easily.	
Razor Wind	Normal	80	75	10	Gathers Strength during Turn 1 and Attacks during Turn 2. Pokémon produces Critical Hit more easily.	
Recover	Normal	—	—	20	Recover up to half Max HP.	
Reflect	Psychic	—	—	20	Halves damage from physical attacks for 5 turns. Effect continues even if you change Pokémon.	
Rest	Psychic	—	—	10	After Pokémon recovers all HP, it lies down to sleep for 2 turns.	44
Return	Normal	—	100	20	Pokémon in use becomes stronger the more attached it is to you emotionally.	27
Reversal	Fighting	—	100	15	The less remaining HP a Pokémon has, the stronger its attack.	
Roar	Normal	—	100	20	Opponent Pokémon is withdrawn from battle. In Trainer Battles, Pokémon is forcibly changed.	5
Rock Slide	Rock	75	90	10	Increases chance of causing opponent to Flinch by 30%.	
Rock Smash	Fighting	20	100	15	Lowers opponent's Defense by 1 point (50% probability). On field, this crushes rocks, possibly releasing Pokémon.	8
Rock Throw	Rock	50	90	15	Normal Attack	
Rolling Kick	Fighting	60	85	15	Causes opponent to Flinch (30% probability).	
Rollout	Rock	30	90	20	Consecutive attacks for up to 5 turns until it misses. Increases damage with each hit.	4
Sacred Fire	Fire	100	95	5	Burns opponent (50% probability).	
Safeguard	Normal	—	—	25	Protects against status anomalies for 5 turns. Effect continues when you change Pokémon.	
Sand-Attack	Ground	—	100	15	Lowers opponent's Accuracy by 1 point.	
Sandstorm	Rock	—	—	10	Damages both players on each turn. Doesn't affect Rock-, Ground-, or Steel-types.	37
Scary Face	Normal	—	90	10	Lowers opponent's Speed by 2 points.	
Scratch	Normal	40	100	35	Normal Attack	
Screech	Normal	—	85	40	Lowers opponent Pokémon's Defense by 2 points.	
Seismic Toss	Fighting	—	100	20	Inflict damage on opponent equal to your Pokémon's level, regardless of either Pokémon's abilities.	
Selfdestruct	Normal	200	100	5	Pokémon Faints after using this move.	
Shadow Ball	Ghost	80	100	15	Lowers opponent's SP Defense by 1 point (20% probability).	30
Sharpen	Normal	—	—	30	Raises Pokémon's Attack by 1 point.	
Sing	Normal	—	55	15	Puts opponent to Sleep.	
Sketch	Normal	—	—	1	Copies opponent Pokémon's last attack, adding it to Pokémon's move list permanently.	
Skull Bash	Normal	100	100	15	Raises Pokémon's Defense by 1 point during Turn 1, Attack during Turn 2.	
Sky Attack	Flying	140	90	5	Gathers strength during Turn 1, attacks during Turn 2. Likely to become Critical Hit.	

Name	Type	STR	ACC	PP	Description	TM/HM #
Slam	Normal	80	75	20	Normal Attack	
Slash	Normal	70	100	20	Pokémon produces Critical Attack more easily.	
Sleep Powder	Grass	—	75	15	Puts opponent to Sleep.	
Sleep Talk	Normal	—	—	10	Randomly uses one of moves you possess, but only when Opponent is Asleep.	35
Sludge	Poison	65	100	20	Offers 30% chance of Poisoning opponent.	
Sludge Bomb	Poison	90	—	10	Offers 30% chance of Poisoning opponent.	36
Smog	Poison	20	70	20	Infects opponent with Poison (40% probability).	
Smokescreen	Normal	—	100	20	Lowers opponent's Accuracy.	
Snore	Normal	40	100	15	Effective only when Pokémon is Asleep. Makes opponent Pokémon Flinch (30% possibility).	13
Softboiled	Normal	—	100	10	Recover 1/2 Max HP. On field, distributes 1/5 user's HP to Allied Pokémon.	
Solarbeam	Grass	120	100	10	Absorb light during Turn 1, Attack during Turn 2.	22
Sonicboom	Normal	—	90	20	Does 20 points' damage regardless of opponent's Attack or Defense strength.	
Spark	Electric	65	100	20	Paralyzes opponent (30% probability).	
Spider Web	Bug	—	100	10	Opponent Pokémon can't flee. Trainer can't change Pokémon.	
Spike Cannon	Normal	20	100	15	Attacks 2–5 times in one turn.	
Spikes	Ground	—	—	20	Traps opponent and attacks continuously for 2–5 turns.	
Spite	Ghost	—	100	10	Randomly decreases move opponent last used by 2–5 PP.	
Splash	Normal	—	—	40	Pokémon Splashes about. Nothing else happens.	
Spore	Grass	—	100	15	Puts enemy to Sleep.	
Steel or Iron Wing	Steel	70	90	25	Increases Pokémon's Defense by 1 point (10% probability).	47
Stomp	Normal	65	100	20	Increases chance of causing opponent to Flinch by 30%.	
Strength	Normal	80	100	15	Normal Attack. On field, you may use this to move rocks.	HM04
String Shot	Bug	—	95	40	Lowers opponent's Speed by one level.	
Struggle	Normal	50	100	1	You may use this move once you've used up all your Pokémon's other moves. Pokémon receives 1/4 damage.	
Stun Spore	Grass	—	75	30	Paralyzes enemy.	
Submission	Fighting	80	80	25	Recoil hits your Pokémon, inflicting 1/4 damage from opponent Pokémon.	
Substitute	Normal	—	—	10	Builds your Pokémon's own alter ego using 1/4 its Max HP. Pokémon takes no damage while substitute remains.	
Sunny Day	Fire	—	—	5	Raises power of Fire-type moves for 5 turns.	11
Super Fang	Normal	—	90	10	Halves opponent Pokémon's HP.	
Supersonic	Normal	—	55	20	Confuses enemy.	
Surf	Water	95	100	15	Normal Attack. On field, use this to Surf across water.	HM03
Swagger	Normal	—	90	15	Confuses opponent Pokémon; increases its Attack by 2.	34
Sweet Kiss	Normal	—	75	10	Confuses opponent Pokémon.	
Sweet Scent	Normal	—	100	20	Lowers opponent Pokémon's Evasiveness by 1 point.	12
Swift	Normal	60	—	20	Attack hits without fail.	39
Swords Dance	Normal	—	—	30	Increases Pokémon's Defense by 2 points.	
Synthesis	Grass	—	—	5	Recovers HP; effectiveness varies based on time of day.	
Tackle	Normal	35	95	35	Normal Attack	
Tail Whip	Normal	—	100	30	Lowers opponent Pokémon's Defense by 1 point.	
Take Down	Normal	90	85	20	Pokémon takes 1/4 damage inflicted on opponent.	
Teleport	Psychic	—	—	20	Ends battle. Has no effect in Trainer battles. On field, teleports you to last Pokémon Center you visited.	
Thief	Dark	40	100	10	Allows Pokémon to steal any Item attached to Wild Pokémon. Becomes basic attack if opponent Pokémon has nothing.	46
Thrash	Normal	90	100	20	Pokémon rages for 2–3 turns; then becomes Confused when effect ends.	
Thunder	Electric	120	70	10	Offers 30% chance of causing opponent Paralysis.	25
Thunderbolt	Electric	95	100	15	Increases Paralysis effect by 10%.	
Thunderpunch	Electric	75	100	15	Increases Paralysis effect by 10%.	41
Thundershock	Electric	40	100	30	Increases Paralysis effect by 10%.	
Thunderwave	Electric	—	100	20	Paralyzes opponent Pokémon.	
Toxic	Poison	—	85	10	Poisons opponent Pokémon. Poison damage increases with each turn.	6
Transform	Normal	—	100	10	Your Pokémon transforms into opponent Pokémon using same moves. (All moves have 5 PP.)	
Tri-attack	Normal	80	100	10	Increases Paralysis effect by 30%.	
Triple Kick	Fighting	10	90	10	Attack 3 times in row. Damage increases by 10 with each successful blow (10, 20, 30, and so on), but increase halts when it misses.	
Twineedle	Bug	25	100	20	Two consecutive attacks. Increases Poison effect by 20%.	
Twister	Dragon	40	100	20	Offers 20% chance of causing opponent Pokémon to flinch.	
Vicegrip	Normal	55	100	30	Normal Attack	
Vine Whip	Grass	35	100	10	Normal Attack	
Vital Throw	Fighting	70	100	10	Attacks second in battle; next attack hits without fail.	
Waterfall	Water	80	100	15	Normal Attack. On field, you may use this to climb waterfalls.	HM07
Water Gun	Water	40	100	25	Normal Attack	
Whirlpool	Water	15	70	15	Inflicts continuous damage for 2–5 turns. Opponent Pokémon can't flee during this time. On field, causes whirlpools to dissipate.	HM06
Whirlwind	Normal	—	85	20	Ends battle by blowing enemy away. In Trainer battles, forcibly changes opponent Pokémon.	
Wing Attack	Flying	60	100	35	Normal Attack	
Withdraw	Water	—	—	40	Raises Pokémon's Defense by 1 point.	
Wrap	Normal	15	85	20	Attack for 2–5 consecutive turns. Opponent Pokémon can't flee during this time.	
Zap Cannon	Electric	100	50	5	If it hits, Paralyzes opponent Pokémon without fail.	7

With the expanded Backpack, you can store more items than you could in *Pokémon Red*, *Blue*, and *Yellow*, and you can do so more efficiently. The following tables list all the items in the game, sorted by category.

Pack Items

Items in the categories Recovery and Miscellaneous, Pokémon Power-Ups, Berries, Apricorns, Stationery, and Pokémon Tokens are housed in the Items pocket of your Pack. These are general items you can purchase and use at will during your adventure.

Apricorns

You'll find Apricorns in the same trees as Berries. When you take an Apricorn to Kurt in Azalea Town, he'll hollow it out and turn it into a special Poké Ball. The color of the Apricorn you give determines the type of Poké Ball Kurt makes. It takes Kurt a full 24 hours to turn one into a special Poké Ball.

Apricorns

APRICORN NAME	BALL IT BECOMES	LOCATION
BLK Apricorn	Heavy Ball	Route 37
BLU Apricorn	Lure Ball	Route 37
GRN Apricorn	Friend Ball	Route 42
PNK Apricorn	Love Ball	Route 42
RED Apricorn	Level Ball	Route 37
WHT Apricorn	Fast Ball	Azelea Town
YLW Apricorn	Moon Ball	Route 42

Berries

Give a Berry to a Pokémon and it will use it to automatically heal itself during a battle. This saves you from wasting a battle round using a potion or other Recovery item. Unfortunately, Berries are only found in a few special trees located in and around the Johto and Kanto regions. After you pick a Berry, you must wait 24 hours before you can take another from the same tree.

BERRY NAME	DESCRIPTION	LOCATION
Berry	Allows attached Pokémon to heal automatically up to 10 HP during battle.	Routes 29, 30, 38, 46, and 11; Bug-Catching Contest; Mystery Gift; Wild Pokémon
Berry Juice	Allows attached Pokémon to automatically recover up to 20 HP during battle.	Attach a Berry to the Shuckle you get in Cianwood City.
Bitter Berry	Allows attached Pokémon to automatically heal itself of Confused status during battle.	Routes 1, 31, 43; Blackthorn City; Mystery Gift
Burnt Berry	Allows attached Pokémon to automatically heal itself of Frozen status during battle.	Route 44, Fuchsia City, Mystery Gift, Wild Pokémon
Gold Berry	Allows attached Pokémon to automatically recover up to 30 HP in battle.	Mt. Moon, Bug-Catching Contest, Pokémon traded from R/B/Y
Ice Berry	Allows attached Pokémon to automatically heal itself of Burn status during battle.	Pewter City, Route 36 and 26, Mystery Gift, Wild Pokémon
Mint Berry	Allows attached Pokémon to automatically heal itself of Sleep condition during battle.	Route 39, Pewter City, Mystery Gift
Miracleberry	Allows attached Pokémon to automatically heal itself of all status anomalies during a battle.	Mystery Gift
Mysteryberry	Allows attached Pokémon to automatically recover PP during a battle.	Routes 35 and 45, Wild Pokémon
Przcureberry	Allows attached Pokémon to automatically heal itself of the Paralyze condition during battle.	Violet City, Routes 8 and 46, Mystery Gift
Psncureberry	Allows attached Pokémon to automatically heal itself of the Poison status during battle.	Routes 2, 30, 33; Wild Pokémon

Pokémon Power-Ups

Use these special potions to power up your Pokémon, either temporarily in battle or permanently. They may be expensive, but they're guaranteed to make your Pokémon like you more every time you use them.

POWER-UP NAME	FUNCTION	LOCATION	PRICE
Calcium	Increases Pokémon's base SP Attack and SP Defense.	Department Stores, Poké Balls, etc.	₽9,800
Carbos	Increases Pokémon's base Speed points.	Department Stores, Poké Balls, etc.	₽9,800
Dire Hit*	Makes it easier to perform a Critical Hit. Can be used only in battle.	Pokémon Marts, Poké Balls, etc.	₽650
Fire Stone	Will evolve certain Pokémon.	Route 25, Mystery Gift	—
Guard Spec.*	Prevents Pokémon's abilities from being lowered. Can be used only in battle.	Department Stores, Poké Balls, Mystery Gift, etc.	₽700
HP Up	Increases Pokémon's base Hit Points.	Department Stores, Poké Balls, Mystery Gift, etc.	₽9,800
Iron	Increases Pokémon's base Defense.	Department Stores, Poké Balls	₽9,800
Leaf Stone	Will evolve certain Pokémon.	Mystery Gift, Route 25	—
Moon Stone	Will evolve certain Pokémon.	Mom, Route 27, Mt. Moon, Wild Pokémon	—
PP Up	Increases base amount of a move's PP.	Poké Balls, Mystery Gift	—
Protein	Increases base sum of Pokémon's Attack.	Department Stores, Poké Balls, etc.	₽9,800
Rare Candy	Increases a Pokémon's Level by one.	Poké Balls, Mystery Gift, etc.	—
Sun Stone	Will evolve certain Pokémon.	National Park Bug-Catching Contest	—
Thunderstone	Will evolve certain Pokémon.	Mystery Gift, Route 25.	—
Water Stone	Will evolve certain Pokémon.	Mystery Gift, Route 25	—
X Accuracy*	Increases move accuracy. Can be used only in battle.	Department Stores, Poké Balls, etc.	₽950
X Attack*	Increases Pokémon's Attack. Can be used only in battle.	Pokémon Marts, Poké Balls, Mystery Gift	₽500
X Defend*	Increases Pokémon's Defense. Can be used only in battle.	Pokémon Marts, Poké Balls, Mystery Gift	₽550
X Special*	Increases Pokémon's SS Attack. Can be used only in battle.	Pokémon Marts, Poké Balls, Mystery Gift	₽350
X Speed*	Increases Pokémon's Speed. Can be used only in battle.	Pokémon Marts, Poké Balls	₽350

*These power-ups only have a one time use and effect.

Pokémon Tokens

When you attach one of these items to a Pokémon, it will enhance that Pokémon's abilities—increasing the power of its attacks or letting it escape from battle more easily.

TOKEN NAME	FUNCTION	LOCATION	PRICE
Amulet Coin	In battle, allows Pokémon to win twice the amount of money.	Goldenrod City Underground Passage	—
Berserk Gene	Doubles Pokémon's Attack, but causes it to become Confused. One-time use only.	Cerulean City (Itemfinder)	—
Black Belt	Strengthens Pokémon's Fighting moves.	Lake of Rage	—
Blackglasses	Strengthens Pokémon's Dark moves.	Dark Cave (Blackthorn Side)	—
Bright Powder	Uses light to Confuse opponent Pokémon.	Trading Pokémon from R/B/Y	—

Pokémon Tokens (continued)

TOKEN NAME	FUNCTION	LOCATION	PRICE
Charcoal	Strengthens Pokémon's Fire moves.	Azalea Town	₽9,800
Cleanse Tag	Decreases Pokémon's chance of encountering Wild Pokémon.	Route 5	—
Dragon Fang	Strengthens attached Pokémon's Dragon moves.	Dragon's Den	—
Everstone	Prevents attached Pokémon from evolving. Rare.	Professor Elm, Route 25, Poké Balls, Wild Pokémon	—
Focus Band	Prevents attached Pokémon from fainting.	Saffron City	—
Hard Stone	Strengthens attached Pokémon's Rock moves.	Route 36	—
King's Rock	Causes opponent Pokémon to flinch occasionally. Will evolve certain Pokémon.	Slowpoke Well, Wild Pokémon	—
Leftovers	Recovers some HP for attached Pokémon during battle.	Celadon City, Wild Pokémon, trading Pokémon from R/B/Y	—
Lightbulb	Doubles strength of attached Pikachu's Special Attacks.	Trading Pokémon from R/B/Y	—
Lucky Egg	Doubles the experience points the attached Pokémon earns at battle's end.	Wild Pokémon	—
Lucky Punch	Attached Chansey performs Critical Hit more easily.	Trading Pokémon from R/B/Y	—
Magnet	Strengthens attached Pokémon's Electric moves.	Route 37	—
Magnifier	Attached Pokémon performs Critical Hit more easily.	Mystery Gift	—
Metal Coat	Strengthens attached Pokémon's Steel moves. Will evolve certain Pokémon.	S.S. Aqua, Wild Pokémon	—
Metal Powder	Strengthens attached Ditto's Defense.	Trading Pokémon from R/B/Y	—
Miracle Seed	Strengthens attached Pokémon's Grass moves.	Route 32	—
Mystic Water	Strengthens attached Pokémon's Water moves.	Cherrygrove City	—
Nevermeltice	Strengthens attached Pokémon's Ice moves.	Ice Path	—
Pink Bow	Increases power of attached Pokémon's Normal Attacks.	Route 29, Radio Tower	—
Poison Sting	Strengthens attached Pokémon's Poison moves.	Route 32, Wild Pokémon	—
Polkadot Bow	Strengthens attached Pokémon's Normal moves.	Trading Pokémon from R/B/Y	—
Quick Claw	Allows attached Pokémon occasional preemptive attack.	National Park, Wild Pokémon	—
Sharp Beak	Strengthens attached Pokémon's Flying moves.	Route 40, Wild Pokémon	—
Sacred Ash	Completely recovers all Fainted Pokémon.	Wild Pokémon	—
Silverpowder	Strengthens attached Pokémon's Bug moves.	Wild Pokémon	—
Smoke Ball	Allows attached Pokémon to flee Wild Pokémon 100% of the time.	Underground Passage	—
Soft Sand	Strengthens attached Pokémon's Earth moves.	Route 34	—
Spell Tag	Strengthens attached Pokémon's Ghost moves.	Blackthorn City, Wild Pokémon	—
Stick	Attached FarFetch'd performs a Critical Hit more easily.	Wild Pokémon	—
Thick Club	Doubles strength of attached Cubone or Marowak's Physical attacks.	Wild Pokémon	—
Twistedspoon	Strengthens attached Pokémon's Psychic moves.	Trading Pokémon from R/B/Y	—
Up-Grade	Will evolve certain Pokémon.	Saffron City	—

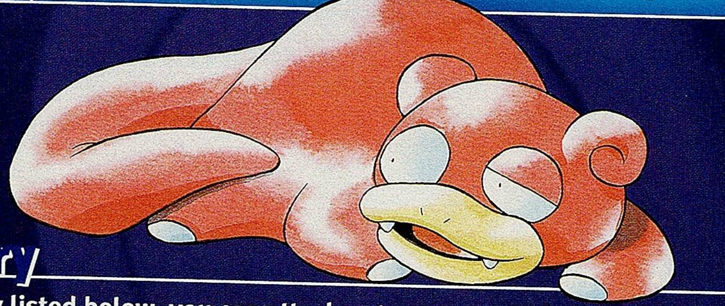
Recovery and Other Items

These include all items you can use to heal Pokémon, as well as other things that can make your adventure more enjoyable. Most of these items are available in Pokémon Marts and other shops throughout Johto and Kanto. You'll acquire the more powerful items only in dungeons or using other methods, however.

ITEM NAME	FUNCTION	LOCATION	PRICE
Antidote	Cures Poison status.	Pokémon Marts, Poké Balls, etc.	₽100
Awakening	Cures Sleep status.	Pokémon Marts, Poké Balls, etc.	₽250
Big Mushroom	Sell this in a shop to make lots of money!	Wild Pokémon	—
Big Pearl	Sell this in a shop to make lots of money!	Underground Passage (Bargain Shop), Wild Pokémon	₽3,500
Brick Piece	An unusual item. Sell in a shop.	Trading a Pokémon from R/B/Y.	—
Burn Heal	Heals the Burn condition.	Pokémon Marts, Poké Balls, etc.	₽250
Elixir	Recovers up to 10 PP of all moves.	Poké Balls, Mystery Gift	—
Energypowder	Recovers up to 50 HP, but is very bitter.	Underground Passage (Herb Shop)	₽500
Energy Root	Recovers up to 200 HP, but is very bitter.	Underground Passage (Herb Shop)	₽800
Escape Rope	Allows Pokémon to escape from caves and other dungeon-like areas by returning it to the entrance.	Pokémon Marts, Poké Balls, etc.	₽550
Ether	Recovers up to 10 PP of one move.	Poké Balls, Mystery Gift	—
Fresh Water	This water from a spring on Mt. Moon recovers up to 50 HP.	Department Stores, Mt. Moon	₽200
Full Heal	Completely recovers all status anomalies.	Pokémon Marts, Poké Balls, etc.	₽600
Full Restore	Fully restores HP and all status anomalies.	Indigo Plateau, Poké Balls, etc.	₽3,000
Gold Leaf	Sell this unusual item in a shop.	Trading a Pokémon from R/B/Y	—
Heal Powder	Recovers all status anomalies, but is very bitter.	Underground Passage (Herb Shop)	₽450
Hyper Potion	Recovers up to 200 HP.	Pokémon Marts, Poké Balls	₽1,200
Ice Heal	Cures Frozen status.	Pokémon Marts, etc.	₽250
Lemonade	Recovers up to 80 HP.	Department Stores, Mt. Moon	₽350
Max Elixir	Completely recovers PP of all moves.	Poké Balls, Mystery Gift	—
Max Ether	Completely recovers PP of one move.	Underground Passage, Poké Balls, Mystery Gift	—
Max Potion	Completely recovers Pokémon's HP.	Pokémon Marts, Poké Balls, etc.	₽2,500
Max Repel	Repels weaker Pokémon for up to 250 steps.	Pokémon Marts, Mystery Gift	₽700
Max Revive	Recovers Fainted Pokémon and recovers all HP.	Poké Balls	—
Moomoo Milk	Recovers up to 100 HP.	Moo Moo Farm, Wild Pokémon	₽500
Nugget	Sell this in a shop to make lots of money!	Poké Balls, Mystery Gift	₽4,500
Parlyz Heal	Heals Paralyzed Pokémon.	Pokémon Marts, Poké Balls, etc.	₽200

Recovery and Other Items (continued)

ITEM NAME	FUNCTION	LOCATION	PRICE
Pearl	Sell in a shop.	Underground Passage (Bargain Shop), Wild Pokémon	₽650
Poké Doll	Pokémon may flee from battles with Wild Pokémon 100% of the time.	Department Stores, Mt. Moon	₽1,000
Potion	Recovers up to 20 HP.	Pokémon Marts, Poké Balls, etc.	₽300
Ragecandybar	Recovers up to 20 HP.	Mahogany Town	₽200
Repel	Repels weaker Pokémon for about 100 steps.	Pokémon Marts, Mt. Moon, etc.	₽350
Revival Herb	Recovers Fainted Pokémon.	Underground Passage (Herb Shop)	—
Revive	Recovers Fainted Pokémon and recovers half its HP.	Pokémon Marts, Poké Balls, etc.	₽1,500
Silver Leaf	Sell this unusual item in a shop.	Trading a Pokémon from R/B/Y	—
Slowpoketail	Extremely delicious but extremely expensive.	Mahogany Town	₽1,000,000
Soda Pop	Recovers up to 60HP.	Department Stores, Mt. Moon	₽300
Star Piece	Sell in a shop.	Underground Passage (Bargain Shop), Wild Pokémon	—
Stardust	Sell in a shop.	Underground Passage (Bargain Shop), Wild Pokémon	—
Super Potion	Recovers up to 50 HP.	Pokémon Marts, Poké Balls, etc.	₽700
Super Repel	Repels weaker Pokémon for up to 200 steps.	Pokémon Marts, Mystery Gift	₽500
Tinymushroom	Sell in a shop.	Mahogany Town, Wild Pokémon	₽500



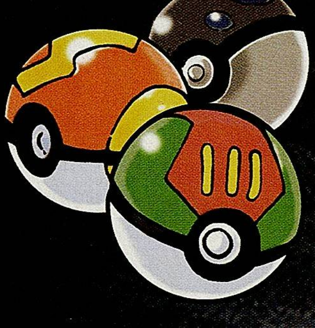
Stationery

With the stationery listed below, you can attach notes to your Pokémon before trading them. Each type of mail has its own distinct look and some types of stationery are quite hard to find.

STATIONARY NAME	DESIGN	LOCATION	PRICE
Eon Mail	Eevee silhouettes	Mystery Gift	—
Flower Mail	Flowers	Violet City, Azalea Town, Goldenrod City, Saffron City, Mahogany Town, Fuchsia, Viridian	₽50
Liteblue Mail	Dratini	Vermilion City	₽50
Lovely Mail	Cute, with hearts	Celadon City	₽50
Morph Mail	Ditto	Mystery Gift	—
Music Mail	Musical notes	Mystery Gift	—
Portrait Mail	Attached Pokémon	Mt. Moon	₽50
Surf Mail	Lapras	Olivine, Cerulean, Celadon Cities	₽50

Balls

In *Pokémon Gold* and *Silver*, you'll find the usual assortment of Poké Balls as well as some new specialty ones.



Poké Ball Name	Function	Location	Price
Fast Ball	Capture fleeing Pokémon more easily.	Give a WHT Apricorn to Kurt in Azalea Town.	—
Friend Ball	Captured Pokémon become emotionally attached to you.	Give a GRN Apricorn to Kurt in Azalea Town.	—
Great Ball	Capture Pokémon more easily than Poké Balls.	Pokémon Marts, Poké Balls, Mystery Gift	₽600
Heavy Ball	Capture heavyweight Pokémon more easily.	Give a BLK Apricorn to Kurt in Azalea Town.	—
Level Ball	Easily capture opponent Pokémon with lower levels than yours.	Give a RED Apricorn to Kurt in Azalea Town.	—
Love Ball	Capture Pokémon of opposite gender more easily.	Give a PNK Apricorn to Kurt in Azalea Town.	—
Lure Ball	Capture Pokémon more easily while fishing.	Give a BLU Apricorn to Kurt in Azalea Town.	—
Master Ball	Catch a Pokémon without fail.	Professor Elm, Radio Tower (Lucky Number Prize)	—
Moon Ball	Capture Pokémon who evolve using the Moon Stone more easily.	Give a YLW Apricorn to Kurt in Azalea Town.	—
Poké Ball	Tool for catching Pokémon	Pokémon Marts, Route 31, etc.	₽200
Ultra Ball	Capture Pokémon more easily than Great Ball.	Pokémon Marts, Poké Balls, etc.	₽1,200

Key Items

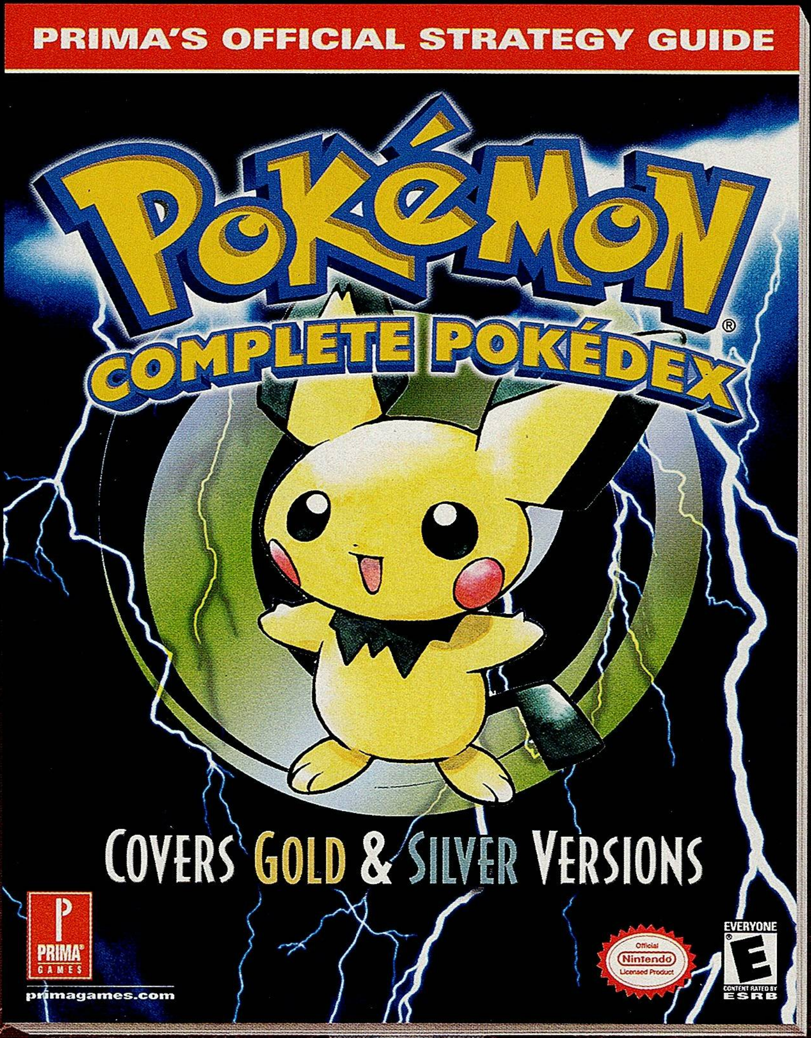
Your Pack's key items pocket holds all the things you'll need to complete certain events. Keys, passes, fishing rods, and the like are lodged there so you can get them quickly and efficiently and without losing them! You can configure many such items (the Itemfinder, Rods, and your Bicycle, for example) for instant access using SELECT on your Game Boy.

Key Item Name	Function	Location
Basement Key	Opens locked door in Goldenrod City Underground Passage.	Goldenrod City
Bicycle	Ride this to double your traveling speed.	Goldenrod City
Card Key	Unlocks Radio Tower door.	Reward for rescuing Director in Underground Passage.
Coin Case	Holds up to 9,999 coins.	Underground Passage
Dragon Scale	Evolves certain Pokémon.	Mortar Mountain, Wild Pokémon
Exp. Share	Earns attached Pokémon half the experience points given out in battle.	Route 30 (Mr. Pokémon), Radio Tower (Lucky Number Prize)
Expn Card	Use it to listen to Kanto Radio broadcasts (Pokémon Flute, etc.).	Lavender Town
Good Rod	Captures higher-level Pokémon than Old Rod catches.	Olivine City
Itemfinder	Signals nearby fallen items with alarm sound.	Ecruteak City
Lost Item	Little girl's lost Clefairy doll. Return to her for a reward.	Vermilion City
Machine Part	Stolen from Power Plant. Find and return for reward.	Cerulean City
Map Card	Use to view Map on your PokéGear.	Cherrygrove City
Mystery Egg	Contains baby Togepi.	Route 30
Old Rod	Catch Fishing Pokémon.	Route 32
Pass	Allows you to ride on the Magnet Train as often as you like!	Saffron City
PokéDex	PDA containing Pokémon secrets.	Route 30
Radio Card	Opens PokéGear Radio function.	Goldenrod City Radio Tower
Rainbow Wing	Use to climb Ecruteak Tin Tower.	Goldenrod City (Gold version), Pewter City (Silver Version)
Red Scale	On Route 30, you can trade this with Mr. Pokémon for the Exp. Share item.	Lake of Rage
S.S. Ticket	Use this to ride on the S.S. *Aqua*.	Professor Elm
Secretpotion	Give to Jasmine in Olivine Lighthouse to cure Pokémon Amphy.	Cianwood City
Silver Wing	Makes Lugia appear at Whirl Islands.	Goldenrod City (Silver Version), Pewter City (Gold Version)
Squirtbottle	Water the Sudowoodo on Route 36.	Goldenrod City
Super Rod	Ultimate fishing rod catches Fishing Pokémon easily.	Route 12
Unowndex	Option for your PokéDex that allows you to look at the Unowns you've collected.	Ruins of Alph

TMs and HMs

The TMs and HMs you pick up are stored in your Pack's TM/HM pocket, in numerical order. The corresponding moves are shown as well, so you can find what you want easily and efficiently. The moves list in Chapter 7 provides details about each TM and HM.

Number	Move Name	Location
TM01	Dynamicpunch	Get from Chuck at the Cianwood City Gym.
TM02	Headbutt	Find in Ilex Forest/purchase at Goldenrod City Department Store.
TM03	Curse	Obtain from a guy in Celadon Mansion, Celadon City (only at nite).
TM04	Rollout	Route 35
TM05	Roar	Route 32
TM06	Toxic	Get from Janine at the Fuchsia City Gym.
TM07	Zap Cannon	Get from Power Plant Director.
TM08	Rock Smash	Route 36 (after Sudowoodo event)/purchase at the Goldenrod City Department Store.
TM09	Psych Up	Trade Abra from *Pokémon Red, Blue*, or *Yellow* to *Pokémon Gold* or *Silver*. TM09 comes attached as a gift.
TM10	Hidden Power	In house above Lake of Rage.
TM11	Sunny Day	Get from girl in Radio Tower or purchase in Celadon City Department Store.
TM12	Sweet Scent	Get from girl in gatehouse at north end of Ilex Forest.
TM13	Snore	Route 39
TM14	Blizzard	Purchase for 5,500 coins in Goldenrod City Game Corner.
TM15	Hyper Beam	Purchase for 7,500 coins in Celadon City Game Corner.
TM16	Icy Wind	Receive from Pryce in Mahogany Town Gym.
TM17	Protect	Purchase at Celadon Department Store for 3000₽.
TM18	Rain Dance	Find in Slowpoke Well or purchase in Celadon City Department Store.
TM19	Giga Drain	Obtain from Erika at Celadon City Gym.
TM20	Endure	Pick up in the Burnt Tower.
TM21	Frustration	Pick up on Sunday at Goldenrod City Department Store (after you show the woman a Pokémon who hates you).
TM22	Solarbeam	Pick up on Route 27.
TM23	Iron Tail	Obtain from Jasmine at Olivine City Gym.
TM24	Dragonbreath	Get from Clair in Dragon's Den.
TM25	Thunder	Purchase for 5,500 coins in Goldenrod City Game Corner.
TM26	Earthquake	Find in Victory Road.
TM27	Return	Pick up on Sunday at Goldenrod Department Store (after you show the woman a Pokémon that loves you).
TM28	Dig	Pick up in National Park.
TM29	Psychic	Get from Mr. Psychic in Saffron City.
TM30	Shadow Ball	Get from Morty at Ecruteak City Gym.
TM31	Mud-Slap	Get from Falkner at the Violet City Gym.
TM32	Double Team	Purchase for 1,500 coins in Celadon Game Corner.
TM33	Ice Punch	Purchase for ₽3000 at Goldenrod City Department Store or trade Krabby, Horsea, Goldeen, or Staryu from *Pokémon Red, Blue*, or *Yellow* to *Pokémon Gold* or *Silver*. TM33 comes attached as a gift.
TM34	Swagger	Pick up at Olivine Lighthouse.
TM35	Sleep Talk	Pick up in Underground Passage in Goldenrod City.
TM36	Sludge Bomb	Get at gate to Route 43 after clearing out Team Rocket Hideout.
TM37	Sandstorm	Get from house on Route 27.
TM38	Fire Blast	Purchase for 5,500 coins in Goldenrod City Game Corner.
TM39	Swift	Pick up in Union Cave.
TM40	Defense Curl	Pick up in Mt. Mortar.
TM41	Thunderpunch	Purchase for ₽3000 at Goldenrod City Department Store.
TM42	Dream Eater	Get in Viridian City.
TM43	Detect	Pick up around Lake of Rage/trade either Nidoran ♂ or Nidoran ♀ from *Pokémon Red, Blue*, or *Yellow* to *Pokémon Gold* or *Silver*. TM43 comes attached as a gift.
TM44	Rest	Pick up in Ice Path.
TM45	Attract	Get from Whitney in Goldenrod City.
TM46	Thief	Pick up in Team Rocket's Hideout in Mahogany Town.
TM47	Iron Wing	Pick up in Rock Tunnel.
TM48	Fire Punch	Purchase for ₽3000 at Goldenrod City Department Store.
TM49	Fury Cutter	Get from Bugsy at Azalea Town Gym.
TM50	Nitemare	Get on Route 31.
HM01	Cut	Get from Charcoal Man after capturing his FarFetch'd in Ilex Forest.
HM02	Fly	Get from Chuck's wife in Cianwood City after defeating Chuck.
HM03	Surf	Get from Ecruteak Dance Theater owner after defeating all Kimono Girls.
HM04	Strength	Talk to Sailor in house next to Pokémon Center in Olivine City.
HM05	Flash	Get from head Sage atop Sprout Tower.
HM06	Whirlpool	Get from Lance in Team Rocket's Hideout in Mahogany Town.
HM07	Waterfall	Pick up in Ice Path.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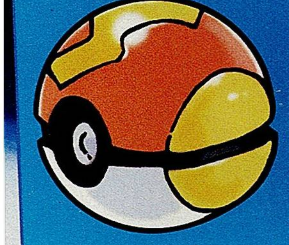


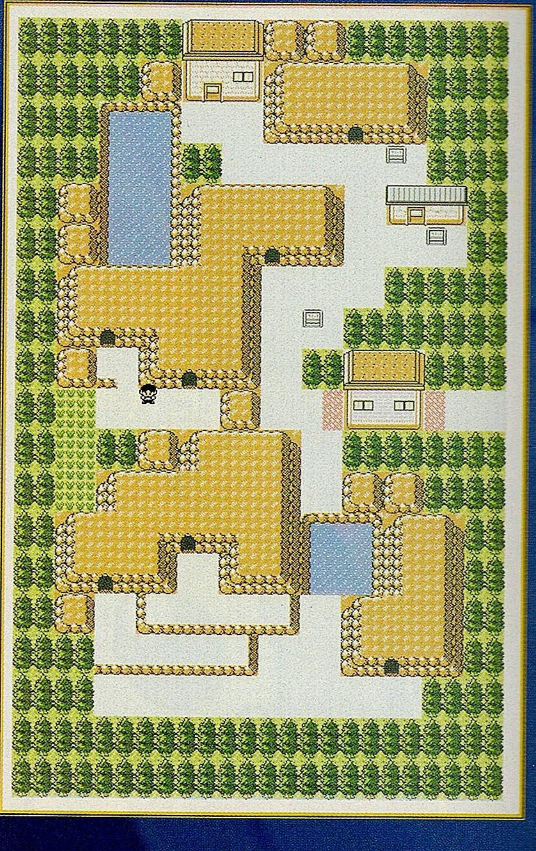
On the following pages, you'll find solutions to the game's puzzles, as well as secrets and surprises about capturing Pokémon, trading Pokémon, and decorating your room in New Bark Town. Open at your own risk, however! This information includes major spoilers. Tear these pages open only if you're sure you're ready to see them.

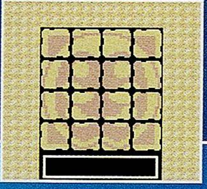
Map and Walkthrough Solutions

The sections that follow offer solutions to some of the game's trickier puzzles.

The Ruins of Alph

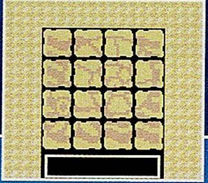
If you're looking at this section, you must want to see the puzzle solutions!





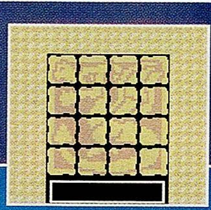
Puzzle #1: Kabuto

Location: NE Stone Panel Chamber
Unowns Released: A, B, C, D, E, F, G, H, I, J, K



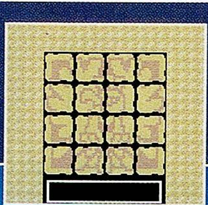
Puzzle #2: Omanyte

Location: SW Stone Panel Chamber
Unowns Released: L, M, N, O, P, Q, R



Puzzle #3: Aerodactyl

Location: SE Stone Panel Chamber
Unowns Released: S, T, U, V, W



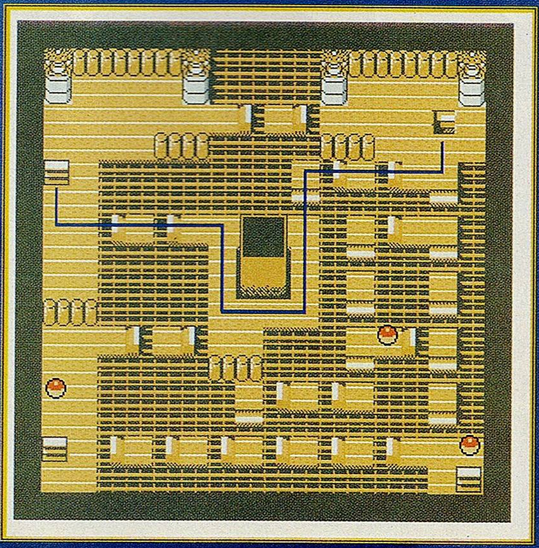
Puzzle #4: Ho-oh

Location: NW Stone Panel Chamber
Unowns Released: X, Y, Z

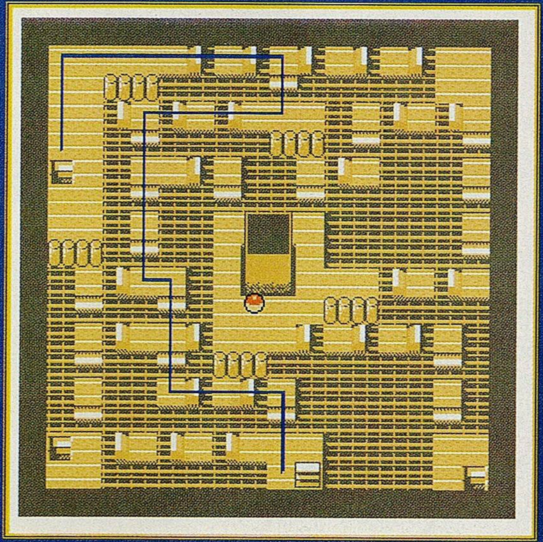
Tin Tower

The ramp mazes on floors 4F and 5F can be tough to get through without assistance.

Tin Tower: Floor 4F



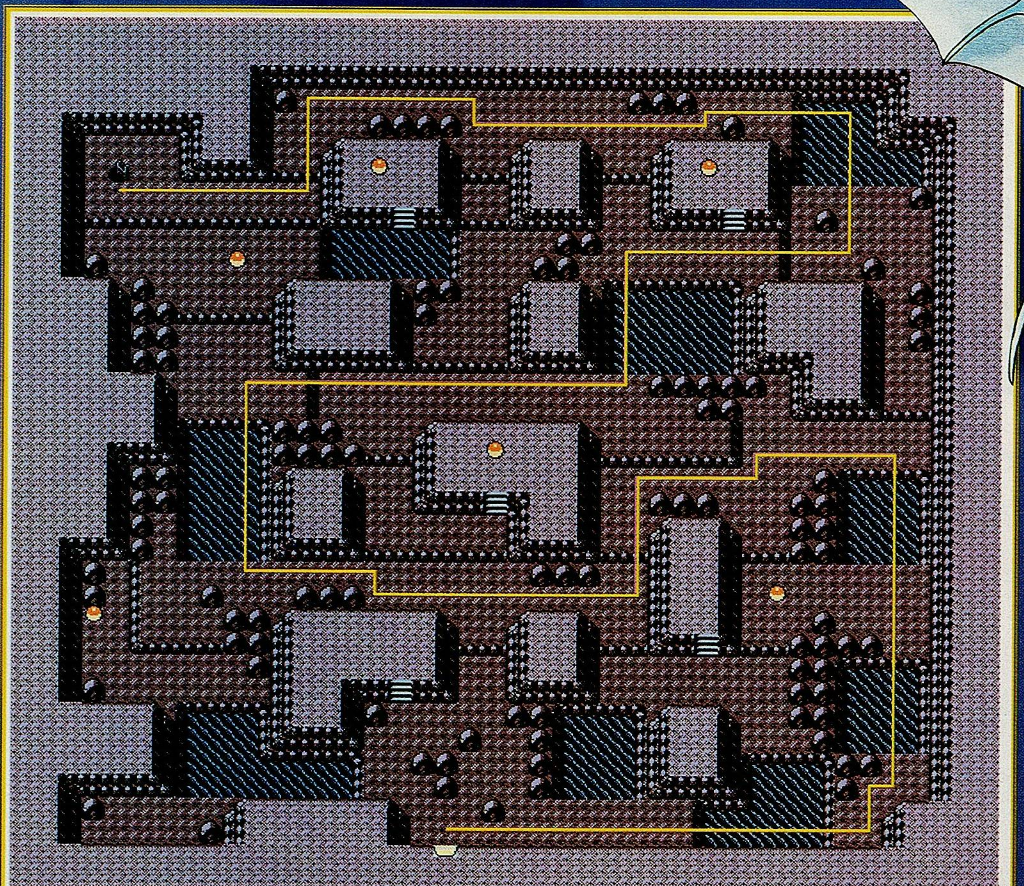
Tin Tower: Floor 5F

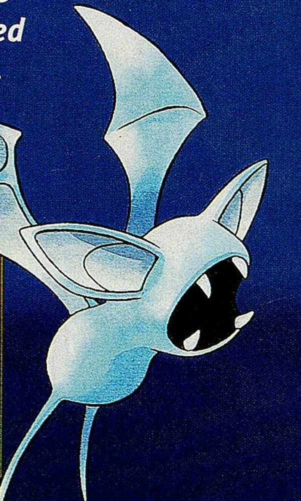


Mt. Mortar

The pathway to Karate King Kiyo is long and confusing. Floor 2F is a maze that requires you to swim across ponds and make your way across terraced floors to the ladder at the top of the screen. This map shows you the way.

Mt. Mortar: Floor 2F





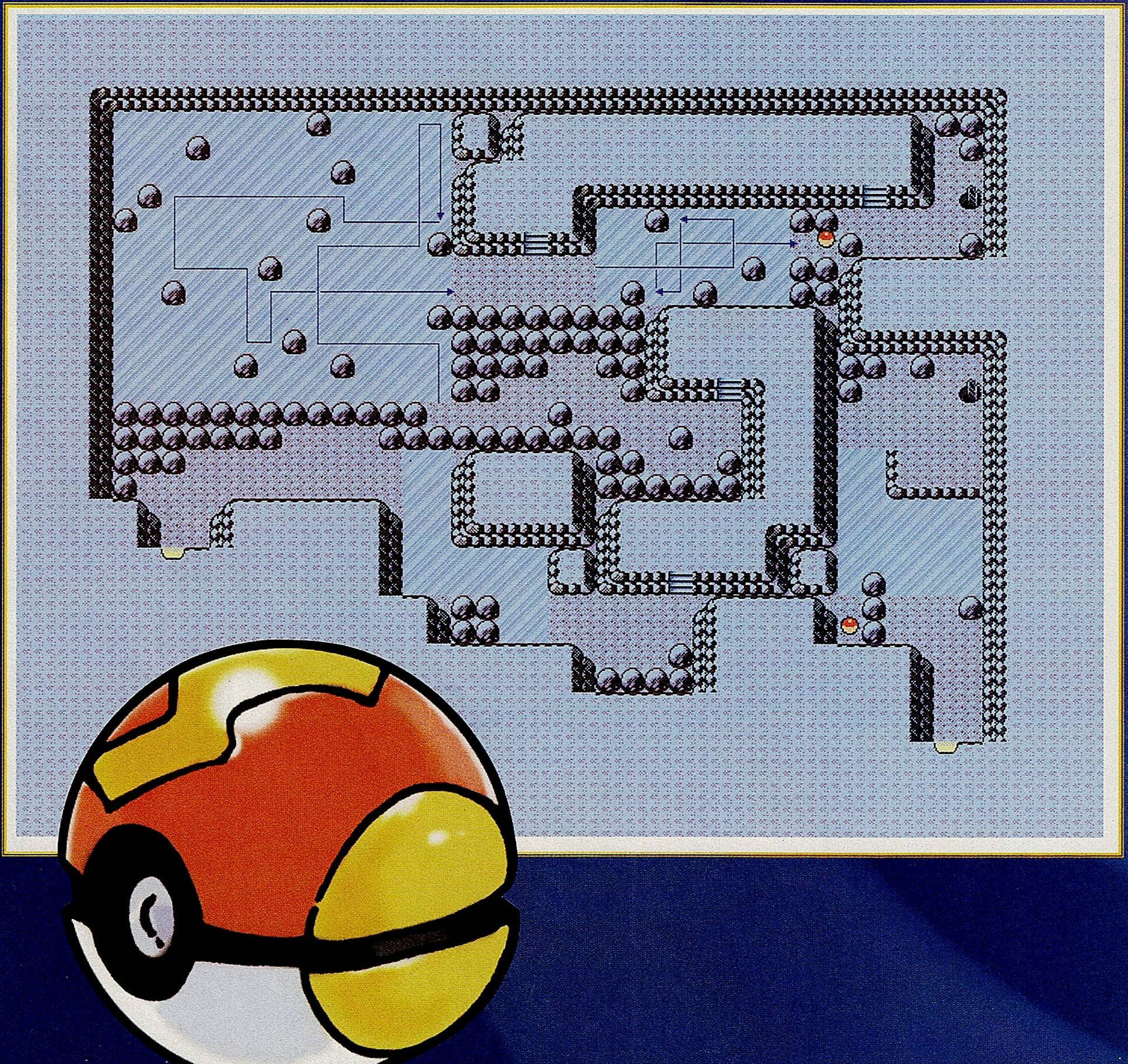
The Ice Path

Getting through the first couple of ice patch puzzles and the boulder puzzle on Floor B1 can be difficult. The solutions follow.

Solution to the Ice Patch Puzzles

Use the boulders to stop sliding and position yourself for the next slide. The first puzzle forces you to backtrack at one point to reposition yourself around the same boulder. You must do much the same thing (but in a smaller space) to reach the Poké Ball with HM07 (Waterfall).

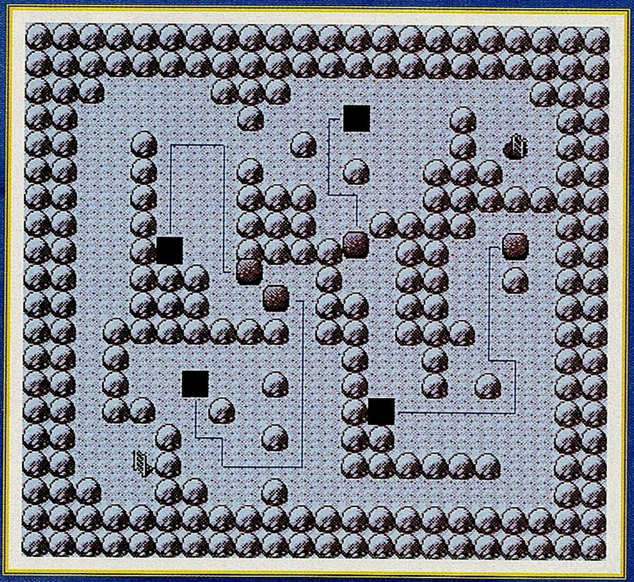
Ice Path: Floor 1F



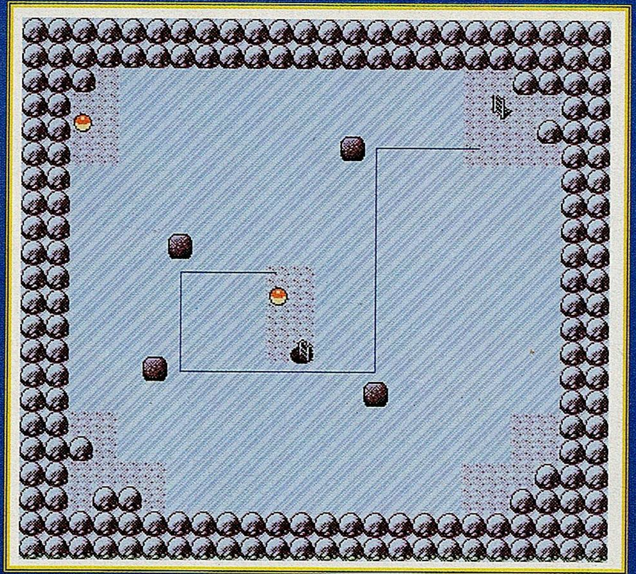
Solution to the Boulder Puzzle

If you're unsure which boulders go in which holes, glance at the following maps.

Ice Path: Floor B1



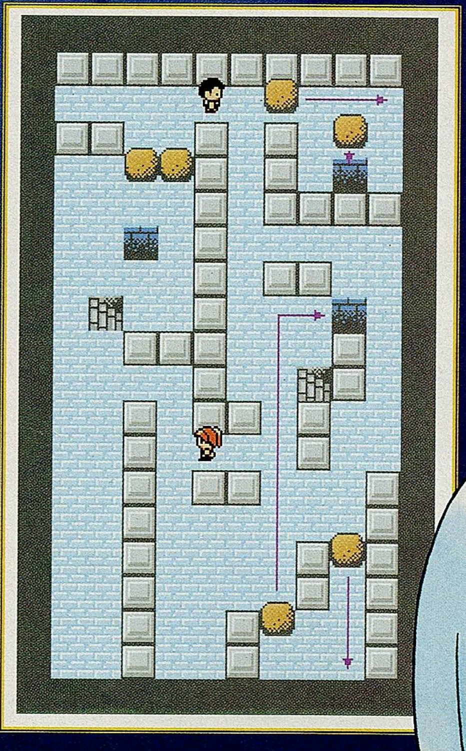
Ice Path: Floor B2



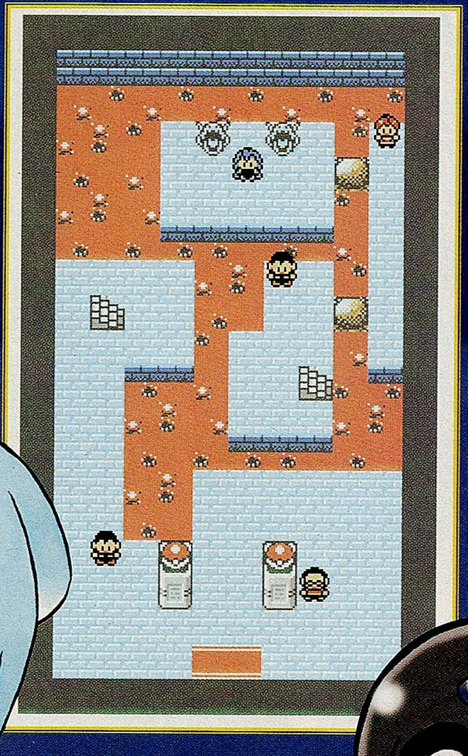
Blackthorn City Gym

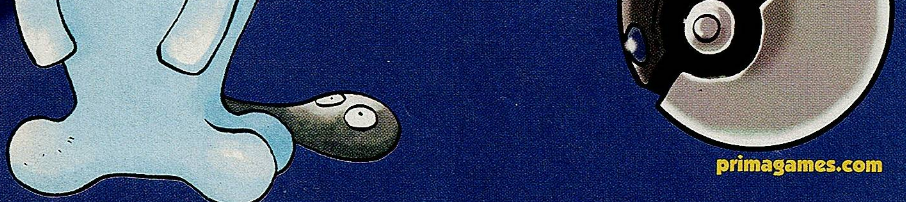
This boulder puzzle works much like the one in the Ice Path. You must push specific boulders through holes on the first floor to form bridges over the lava on the floor below.

Blackthorn Gym: Floor 1F



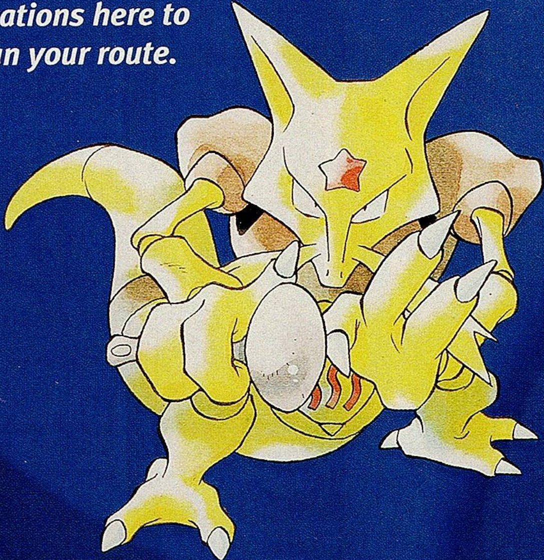
Blackthorn Gym: Floor B1

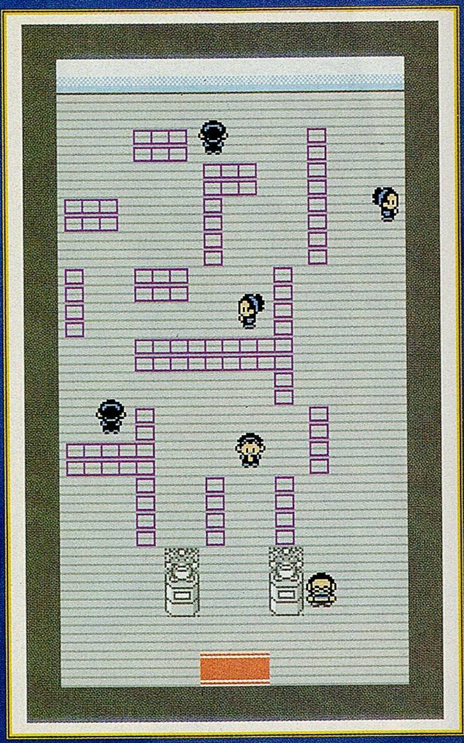




Fuchsia City Gym

The Fuchsia City Gym is known for its invisible walls. We reveal their locations here to help you better plan your route.

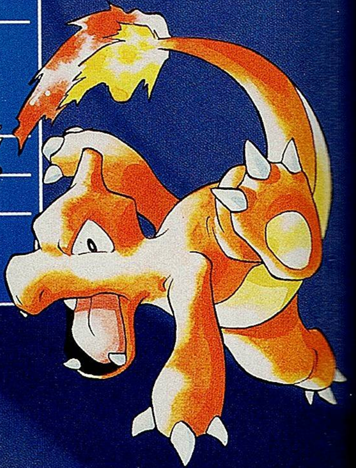


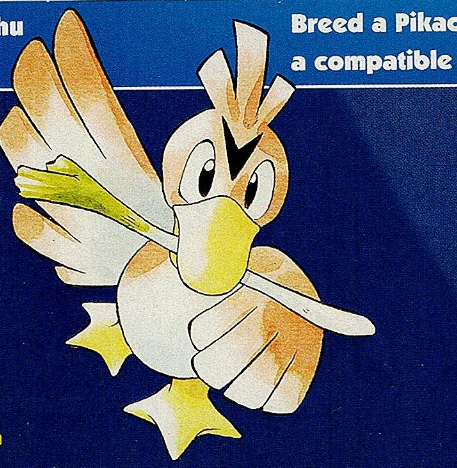


The Evolution Stone Game

Bill's grandpa is very interested in the Pokémon his grandson tells him about. Grandpa can't leave Bill's cottage on Route 25 to see for himself, however. That's where you come in! Listen to his descriptions of the Pokémon he wants to see. Figure out which ones they are, and then find and bring them to him. In return, you receive an Evolution Stone.

Pokémon	Location	Evolution Stone
Lickitung	Route 44	Everstone
Oddish (Nite only)	Routes 5, 6, 24, 25, and the Ilex Forest	Leaf Stone
Staryu (Nite only)	Routes 19, 34, 40; Cherrygrove, Olivine, Cianwood; Cerulean City Gym	Water Stone
Growlithe (Gold Only)	Routes 7, 8, 36, 37	Fire Stone
Vulpix (Silver Only)	Routes 7, 8, 36, 37	Fire Stone
Pichu	Breed a Pikachu ♀ with a compatible Pokémon	Thunderstone





Fighting Red at Mt. Silver

Red is without a doubt the strongest Trainer in the game. All his Pokémon are at L70 or higher and they're in peak fighting form. Possessing all 16 Johto and Kanto Badges is no guarantee of victory, however.

Battle Pokémon

Pokémon	Type
Pikachu ♂ L81	Electric
Espeon ♂ L73	Psychic
Snorlax ♂ L75	Normal
Charizard ♂ L77	Fire/Flying
Blastoise ♂ L77	Water
Venusaur ♂ L77	Grass/Poison

Before you enter this battle make sure you have one or more Pokémon at L70 or higher. You'll find it *much* easier if you have three or more Pokémon of different types at this level before you attempt this battle. Red's team is strong and extremely well balanced. Defeating it with a single Pokémon type will be difficult. If you find yourself with only one or two Pokémon at L70 or higher, try to capture the L70 Ho-oh or Lugia (depending on your version of the game). To do this, you need the other Wing. A man in Pewter City gives it to you just for talking with him.

Pikachu is Red's first Pokémon and his strongest, at least in level. But he's pretty easy to defeat using Ground moves or any strong Pokémon you have in your party. If you normally lead with your highest level Pokémon, see how it does against Pikachu. For Espeon, use Bug, Ghost, or Dark moves. An Umbreon works very well here.

Snorlax is the Pokémon most likely to halt your progress. Its high Defense makes it difficult to take out in a single round, and its ability to cast Rest to heal itself completely in one turn adds to the frustration. You need a high-level Pokémon with Fighting-type moves. In lieu of that, you just need a Pokémon who can take out Snorlax in the two rounds he spends sleeping off the Rest move.

Your success at taking out Charizard, Blastoise, and Venusaur depends heavily on the Pokémon in your party. Use Water or Electric attacks against Charizard, Electric or Grass attacks against Blastoise, and Fire, Psychic, and Ice attacks against Venusaur. Your main concern should be surviving their attacks until your Pokémon can produce their super-effective ones.

When you beat Red, the game ends a second time and Red disappears until the next time you want to defeat him.

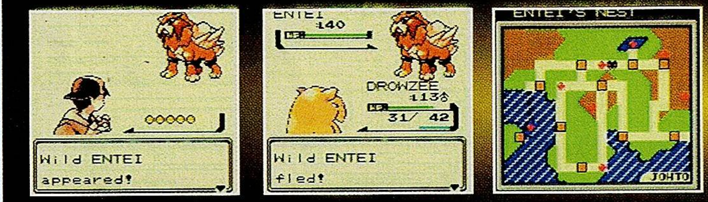
Capturing the Three Legendary Pokémon–Entei, Raikou, and Suicune

Oh, for the days of *Pokémon Red*, *Blue*, and *Yellow*. Capturing the Legendary Birds required only patience and an unlimited supply of Ultra Balls!

Things have changed in *Pokémon Gold* and *Silver*. Capturing the Legendary Pokémon requires a *lot* of work, and an equal amount of luck! When you free the three Pokémon from their prison in the Burned Tower in Ecruteak City, they flee in different directions. Talk to the townspeople to learn basic information about these Pokémon. First, they're fast. Second, they hide in the long grass.

This means you can find the Legendary Pokémon in any patch of grass in the Johto region. They don't appear in caves, buildings, and the like, nor do they appear in the Kanto region.

This narrows the area you must search, but it makes it no easier to find these speedy Pokémon. They appear randomly and switch locations every time you enter a house, building, or dungeon, change routes, or enter a city. Your first encounter with a Legendary Pokémon will undoubtedly be purely by luck. But once you've encountered one, its information appears in the PokéDex and you can start tracking it on the PokéDex Area screen.



Wild ENTEI appeared!

Wild ENTEI fled!

Here's the procedure: You encounter a Legendary Pokémon. It flees before you can launch an attack. Then you stalk it using the PokéDex Area screen.

Sadly, running into a Legendary Pokémon is easier than capturing one. They're fast and their first instinct is to run for the hills whenever challenged by a Trainer's Pokémon. Unless you have an unlimited supply of Master Balls (and you don't), you won't capture one on the first try. So you must set a few days aside to stalk and trap one.

First, purchase 50 to 100 Max Repels and place a Pokémon who meets the following criteria at the top of your Active Pokémon list.

*** At or around L40**
*** Very high Speed rating**
*** Reliable Sleep-inducing move**

Attaching the Quick Claw item to that lead Pokémon increases its chance of attacking first.

Second, use the Area function on the PokéDex to locate the Legendary Pokémon you just encountered. Unless you're extremely lucky, you'll have to try to arrange it so you and the Pokémon are in the same area at the same time. Legendary Pokémon have no set pattern to their travels around Johto, but at times they do wander from route to route in order. Find two Routes right next to each other (such as routes 30 and 31), or choose a Route that has a single patch of grass, such as Route 42. Then check the PokéDex and start walking back and forth between that Route and whatever lies next to it—city, cave, route, whatever. At some point, you and the Legendary Pokémon will end up together. This may happen quickly or it may take forever, but eventually it *will* happen.

When it does, first use a Max Repel to drive away the other Pokémon in the area. This way, if you do get into a battle, it will be with only a Legendary Pokémon (unless you try this on Route 45, where the average Pokémon level is higher than usual). This is a good way to flush a Legendary Pokémon for a first meeting without engaging in a million random battles with other Wild Pokémon. When the battle starts, put the Legendary Pokémon to Sleep immediately! Of course, this works only if you get the first attack. Otherwise, it will run away and you must start again.

Next, start chipping away at the Legendary Pokémon's HP. Your goal is to chip it down to just a sliver of health so you can capture it: Don't go too far or you'll have to restart from your last save and begin again from step one. If you manage to get the Pokémon to a sliver of health before it wakes up and runs away, you're in a good position to try to capture it in a Poké Ball. If it wakes up and runs away before then, don't fear! Legendary Pokémon retain the damage you inflict. If you can get their HP gauge into the red during one battle, you can spend future encounters simply throwing Poké Balls at them. It may take more than one battle to do that.

That's about all there is to it. Just keep stalking and battling the Legendary Pokémon until you get that lucky break with a Poké Ball. Speed Balls are a good match for the Pokémons' extraordinary speed. But in a pinch an Ultra Ball or even a Great Ball works well.

One other note: Capturing the Legendary Pokémon is very time-consuming and requires patience and luck. These creatures aren't easy to catch, so don't expect to get them all—or even one—in a day. If you encounter one, you should feel lucky. A lot of players go an entire game without seeing any!

Attached Items on Wild and Traded Pokémon

It's now possible to capture Wild Pokémon with items already attached. And if you trade your Pokémon from *Pokémon Red*, *Blue*, or *Yellow*, they'll have items attached, as well.

If you didn't know about this bonus game feature, you're in for a great surprise. You can get many items in this game only after you trade a certain Pokémon from another game version, or when they come attached to a Wild Pokémon you catch, or when you trade using the Mystery Gift function (covered in the next section).

Items Attached to Wild Pokémon

Once in a while you'll find a Pokémon in the wild with an item attached. (You'll know this has happened when you spot that telltale envelope attached to the icon on the Pokémon screen, or in a box in Bill's PC.) Once you realize you can get items this way, you can plan to find and capture specific Pokémon to get specific items. And you can use the Thief (TM46) move found in Team Rocket's Hideout to steal items attached to Wild Pokémon. Unless you want multiple copies of the same Pokémon, this is actually the easiest way to do this.

Attached Items Found on Wild Pokémon

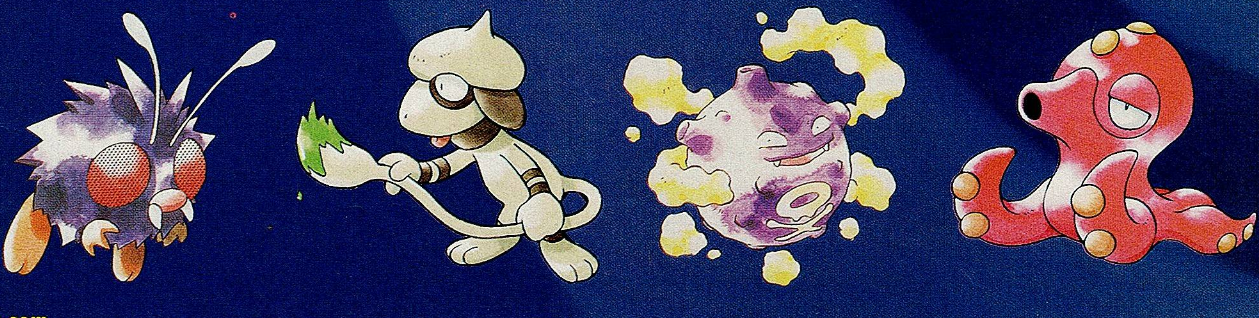
Wild Pokémon	Item Attached	Rarity
Beedrill	Poison Sting	★
Butterfree	Silverpowder	★
Chansey	Lucky Egg	★
Clefairy	Moon Stone	★
Clefairy	Mysteryberry	◆
Cubone	Thick Club	★
Dodrio	Sharp Beak	★
Dragonair	Dragon Scale	★
Dratini	Dragon Scale	★
Farfetch'd	Stick	★
Fearow	Sharp Beak	★
Furret	Berry	◆
Furret	Gold Berry	★
Geodude	Everstone	★
Graveler	Everstone	★
Grimer	Nugget	★
Growlithe	Burnt Berry	◆
Ho-oh	Sacred Ash	●
Horsea	Dragon Scale	★
Jynx	Ice Berry	◆
Magmar	Burnt Berry	◆
Magnemite	Metal Coat	★
Marowak	Thick Club	★
Miltank	MooMoo Milk	◆

Wild Pokémon	Item Attached	Rarity
Misdreavous	Spell Tag	★
Mr. Mime	Mysteryberry	★
Muk	Nugget	★
Paras	Big Mushroom	★
Paras	Tinymushroom	◆
Pikachu	Berry	★
Poliwhirl	King's Rock	★
Seadra	Dragon Scale	★
Sentret	Berry	★
Shellder	Big Pearl	★
Shellder	Pearl	◆
Shuckle	Berry	◆
Slowbro	King's Rock	★
Slowpoke	King's Rock	★
Sneasel	Quick Claw	★
Snorlax	Leftovers	●
Staryu	Star Piece	★
Staryu	Stardust	◆
Vulpix	Burnt Berry	◆

● = It's a sure thing
◆ = Sometimes you'll find this item attached.
★ = This item rarely appears attached to this Pokémon.

Attached Items of Pokémon Traded from Pokémon Red, Blue, and Yellow

When you trade Pokémon from versions *Red*, *Blue*, and *Yellow* using the Time Capsule in the Pokémon Centers, you'll find some interesting, often rare and expensive, items attached to them. Remember, to use the Time Capsule, you can't have any Pokémon in your party that don't appear in *Pokémon Red*, *Blue*, and *Yellow* or any Pokémon with moves that don't appear in *Pokémon Red*, *Blue*, and *Yellow*. Try to use the Time Capsule in the Blackthorn City Pokémon Center so you can use the Move Deleter if you need to.



Attached Items on Traded Pokémon

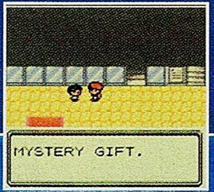
Wild Pokémon	Item Attached
Abra	TM09
Aerodactyl	Bitter Berry
Amnesia Psyduck from Pokémon Stadium	Normal Box
Pokémon you received after clearing the Gym Leader's Castle (Round 2) in Pokémon Stadium	Gorgeous Box
Pokémon you received after clearing the Gym Leader's Castle in Pokémon Stadium	Normal Box
Arbok	Berry
Articuno	Bright Powder
Bellsprout	Berry
Bulbasaur	Bitter Berry
Caterpie	Berry
Chansey	Lucky Punch
Charmander	Bitter Berry
Clefable	Leftovers
Clefairy	Mysteryberry
Cubone	Berry
Dewgong	Gold Leaf
Diglett	Berry
Ditto	Metal Powder
Dodrio	Bitter Berry
Doduo	Berry
Dragonair	Bitter Berry
Dragonair (Wild Pokémon from Yellow Version)	Protein
Dratini	Bitter Berry
Drowzee	Berry
Dugtrio	Gold Berry
Eevee	Bitter Berry
Ekans	Berry
Electabuzz	Bitter Berry
Electrode	Silver Leaf
Exeggcute	Berry
Farfetch'd	Bitter Berry
Fearow	Berry

Wild Pokémon	Item Attached
Gastly	Berry
Geodude	Berry
Gloom	Berry
Golbat	Berry
Goldeen	TM33
Golduck	Gold Leaf
Graveler	Berry
Grimer	Berry
Growlithe	Berry
Gyarados	Bitter Berry
Haunter	Berry
Hitmonchan	Bitter Berry
Hitmonlee	Bitter Berry
Horsea	TM33
Hypno	Gold Leaf
Jigglypuff	Polkadot Bow
Jynx	Bitter Berry
Kabuto	Bitter Berry
Kadabra	Berry
Kadabra (Wild Pokémon from Yellow)	Twisted Spoon
Kakuna	Berry
Kangaskhan	Bitter Berry
Kingler	Silver Leaf
Koffing	Berry
Krabby	TM33
Lapras	Bitter Berry
Lickitung	Bitter Berry
Machoke	Berry
Machop	Brick Piece
Magikarp	Berry
Magmar	Bitter Berry
Magnemite	Berry
Magneton	Silver Leaf
Mankey	Berry
Marowak	Gold Leaf
Meowth	Berry
Metapod	Berry
Mew	Bitter Berry
Mewtwo	Bright Powder
Moltres	Bright Powder
Mr. Mime	Bitter Berry
Muk	Gold Leaf
Nidoran ♀	TM43
Nidoran ♂	TM43
Nidorina	Berry
Nidorino	Berry
Oddish	Berry
Omanyte	Bitter Berry

Wild Pokémon	Item Attached
Onix	Bitter Berry
Paras	Berry
Parasect	Gold Leaf
Pidgeotto	Berry
Pidgey	Berry
Pikachu (R/B versions)	Berry
Pikachu (Yellow version)	Lightbulb
Pinsir	Bitter Berry
Poliwag	Berry
Poliwhirl	Berry
Ponyta	Berry
Porygon	Bitter Berry
Primeape	Gold Leaf
Psyduck	Berry
Raichu	Gold Leaf
Rapidash	Silver Leaf
Raticate	Berry
Rattata	Berry
Rhydon	Gold Leaf
Rhyhorn	Berry
Sandshrew	Berry
Sandslash	Berry
Scyther	Bitter Berry
Seadra	Gold Leaf
Seaking	Silver Leaf
Seel	Berry
Shellder	Berry
Slowbro	Gold Leaf
Slowpoke	Berry
Snorlax	Leftovers
Spearow	Berry
Squirtle	Bitter Berry
Staryu	TM33
Tangela	Bitter Berry
Tauros	Bitter Berry
Tentacool	Berry
Tentacruel	Silver Leaf
Venomoth	Gold Leaf
Venonat	Berry
Voltorb	Berry
Vulpix	Berry
Weedle	Berry
Weepinbell	Berry
Weezing	Silver Leaf
Wigglytuff	Gold Berry
Zapdos	Bright Powder
Zubat	Berry

Mystery Gift!

Mystery Gift works like the Card Pop function in the Pokémon® Trading Card Game Game Boy game. It allows you and your friends to transfer presents to one another using the Game Boy Color's IR-Device. (Refer to the game manual for instructions and details.)


MYSTERY GIFT.

This little girl appears only if you play on Game Boy Color. She unlocks the Mystery Gift feature!

The Mystery Gift function becomes available after you speak to the little girl on the fifth floor of the Goldenrod City Department Store. She appears only if you play *Pokémon Gold* or *Silver* on Game Boy Color. After you talk to her, the Mystery Gift option appears in the Start Menu when you next restart the game.

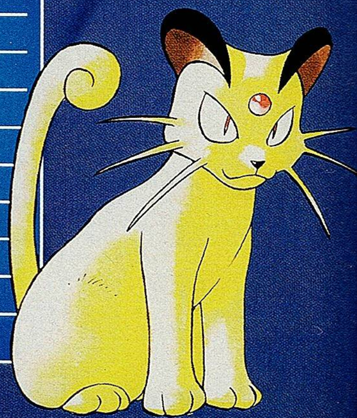
The items you receive from Mystery Gift fall into two categories—Normal Items and Room Decorations. Normal Items are stored at the Mystery Gift desk on the second floor of any Pokémon Center; Room Decorations go to your PC in New Bark Town. You can get the following Items.

Normal Items

Item Name	Rarity
Berry	●
Bitter Berry	●
Burnt Berry	●
Dire Hit	●
Elixir	◆
Eon Mail	●
Ether	◆
Fire Stone	★
Gold Berry	◆
Great Ball	◆
Guard Spec.	●
HP Up	★★

Item Name	Rarity
Ice Berry	●
Leaf Stone	★
Magnifier	★
Max Elixir	★
Max Ether	★
Max Repel	◆
Max Revive	★
Mint Berry	●
Miracleberry	◆
Morph Mail	●
Music Mail	●

Item Name	Rarity
PP Up	★★
Przcureberry	●
Psncureberry	●
Revive	◆
Super Repel	◆
Thunderstone	★
Water Stone	★
X Accuracy	●
X Attack	●
X Defend	●
X Special	●



Room Decorations

Item Name	Rarity
Beedrill Doll	●
Big Lapras	★★
Big Onix	★
Blue Carpet	★
Bulbasaur Doll	◆
Clefairy Poster	●
Diglett Doll	●
Gengar Doll	●
Geodude Doll	●
Green Carpet	★
Grimer Doll	●

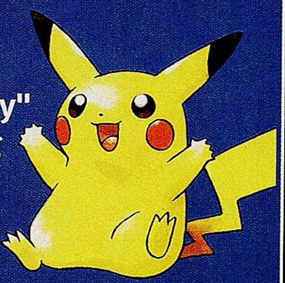
Item Name	Rarity
Jigglypuff Doll	●
Jigglypuff Poster	●
JumboPlant	★
Machop Doll	●
Magikarp Doll	●
MagnaPlant	◆
NES®	◆
Nintendo® 64	◆
Oddish Doll	●
Pikachu Poster	★
Pink Bed	◆

Item Name	Rarity
Poliwag Doll	●
Polkadot Bed	◆
Red Carpet	★
Shellder Doll	●
Squirtle Doll	◆
Staryu Doll	●
Super NES®	●
Surf Pikachu Doll	★★
TropicPlant	◆
Virtual Boy®	★
Voltorb Doll	●
Yellow Carpet	★

● = Common
◆ = Uncommon
★ = Rare
★★ = Extremely Rare

The Pokémon Pikachu 2 Connection

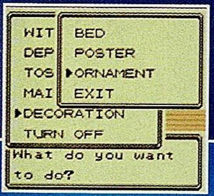
You also can use the Pokémon Pikachu 2 (sold separately) with the Mystery Gift feature of *Pokémon Gold* and *Silver*. As you walk around with the Pokémon Pikachu 2 clipped to your belt, you accumulate "Watts." Feed the Watts you accumulate to Pikachu or use them to "buy" Items through Mystery Gift. The following table lists the items you can buy with the Watts from your Pokémon Pikachu 2.



Number of Watts	Item Name
0–99	Mail
100–199	Berry
200–299	Bitter Berry
300–399	Great Ball
400–499	Max Repel
500–599	Ether
600–699	Miracleberry
700–799	Gold Berry
800–899	Elixir
900–998	Revive
999	Rare Candy

Decorating your Room

Pokémon Gold and *Silver*'s Room Decoration feature, available when you access your home PC in New Bark Town, allows you to change your room's looks with different beds, carpets, game systems, plants, and stuffed Poké Dolls. Your mom buys you some of these items once you have sufficient money in your savings account. The rest you must get yourself using the Mystery Gift function.

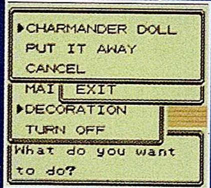


WIT
DEP
TOS
MAI
▶DECORATION
TURN OFF

BED
POSTER
▶ORNAMENT
EXIT

What do you want to do?

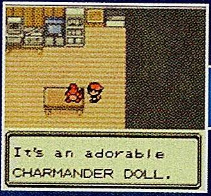
From your home PC, choose the Decoration option. Then choose a decoration type, such as Ornaments.



▶CHARMANDER DOLL
PUT IT AWAY
CANCEL
MAI
▶DECORATION
TURN OFF

What do you want to do?

Choose an Ornament, such as the Charmander Doll. If you have many Ornaments, you'll be asked which side of the table to place it on.



It's an adorable CHARMANDER DOLL.

Enjoy your new room!

Beds

Item Name	How to Obtain
Feathery Bed	Default
Pink Bed	Mystery Gift
Polkadot Bed	Mystery Gift

Carpets

Item Name	How to Obtain
Blue Carpet	Mystery Gift
Green Carpet	Mystery Gift
Red Carpet	Mystery Gift
Yellow Carpet	Mystery Gift

Plants

Item Name	How to Obtain
JumboPlant	Mystery Gift
MagnaPlant	Mystery Gift
TropicPlant	Mystery Gift

Posters

Item Name	How to Obtain
Clefairy Poster	Mystery Gift
Jigglypuff Poster	Mystery Gift
Pikachu Poster	Mystery Gift
Town Map	Default

Game Systems

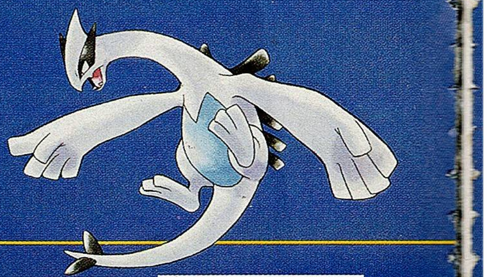
Item Name	How to Obtain
NES	Mystery Gift
Nintendo 64	Mystery Gift
Super NES	Mystery Gift
Virtual Boy	Mystery Gift

Big Dolls

Item Name	How to Obtain
Big Lapras	Mystery Gift
Big Onix	Mystery Gift
Big Snorlax	Mother buys when you have ₽100,000

Ornaments

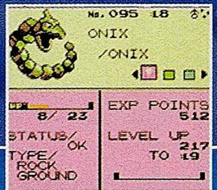
Item Name	How to Obtain
Beedrill Doll	Mystery Gift
Bulbasaur Doll	Mystery Gift
Charmander Doll	Mother buys when you have ₽10,000
Clefairy Doll	Mother buys when you have ₽30,000
Diglett Doll	Mystery Gift
Gengar Doll	Mystery Gift
Geodude Doll	Mystery Gift
Gold Trophy	Trade Pokémon Stadium Dodrio
Grimer Doll	Mystery Gift
Jigglypuff Doll	Mystery Gift
Machop Doll	Mystery Gift
Magikarp Doll	Mystery Gift
Oddish Doll	Mystery Gift
Pikachu Doll	Mother buys when you have ₽50,000
Poliwag Doll	Mystery Gift
Shellder Doll	Mystery Gift
Silver Trophy	Trade Pokémon Stadium Doduo
Squirtle Doll	Mystery Gift
Staryu Doll	Mystery Gift
Surf Pikachu Doll	Mystery Gift
Voltorb Doll	Mystery Gift



Colored Pokémon

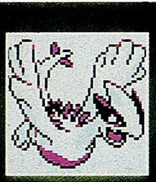
In *Pokémon Gold* and *Silver* you'll find special, variously colored Pokémon. These often are called "Shiny" Pokémon because of the star flash that spirals around them when they appear in battle. They appear rarely, but when they do you'll know—from the star flash, and from the fact that you can't flee the battle! If you think you've caught a colored Pokémon, check its Status screen for the telltale triple star.

All the game's Pokémon have a colored version, including one-time-only Pokémon such as Lugia, Ho-oh, and Sudowoodo. In addition, colored Pokémon pass on their coloring when they evolve (but not when they breed). We caught the following colored Pokémon:

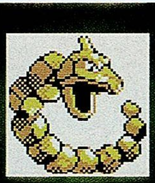


No.095 18
ONIX
/ONIX
8/ 23
STATUS/ OK
TYPE/ ROCK GROUND
EXP POINTS 512
LEVEL UP 217 TO 19

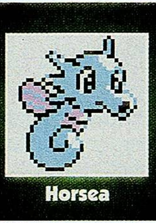
Look for the three stars to determine whether you've caught a colored Pokémon.



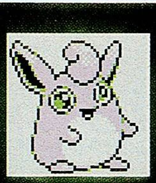
Lugia



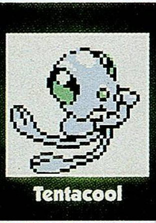
Onix



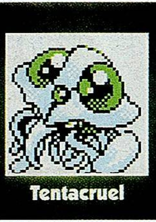
Horsea



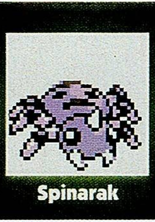
Wigglytuff



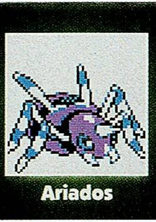
Tentacool



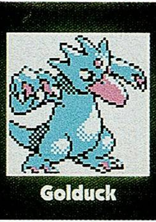
Tentacruel



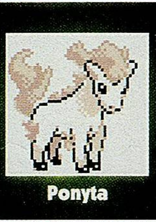
Spinarak



Ariados



Golduck



Ponyta

A Calendar of Events

As you play through *Pokémon Gold* and *Silver*, the passage of time can't help but affect you. To make life more interesting, special events are scheduled for every day of the week. Refer to this calendar for help in planning your daily schedule!

TIP

Every day from 3 to 4 p.m. Daisy in Pallet Town grooms a Pokémon for free. Just stop by Blue's House during that hour and she'll be glad to help you out!

NOTE

The day in Pokémon Gold and Silver is divided into three time periods:

Morning (4 a.m. to 9:59 a.m.)
Day (10 a.m. to 5:59 p.m.)
Nite (6 p.m. to 3:59 a.m.)

Calendar of Events

	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
Day of the Week Family Events	Get a Magnet from Sunny who appears on Route 37.	Get a Sharp Beak from Monica who appears on Route 40.	Get the Pink Bow from Tuscany who appears on Route 29.	Get the Black Belt from Wesley who appears at the Lake of Rage.	Get the Hard Stone from Arthur who appears on Route 36.	Get the Poison Sting from Frieda who appears on Route 32.	Get the Spell Tag from Santos who appears in Blackthorn City.
S.S. Aqua Departures	Travels from Vermilion City to Olivine City.	Travels from Olivine City to Vermilion City.	—	Travels from Vermilion City to Olivine City.	—	Travels from Olivine City to Vermilion City.	—
Bug-Catching Contest	No	No	Yes (You may participate only once per day.)	No	Yes (You may participate only once per day.)	No	Yes (You may participate only once per day.)
Tune broadcast by the Pokémon Music Channel in Johto and the Let's All Sing! channel in Kanto	Pokémon March (Increases Pokémon's appearance rate.)	Pokémon Lullaby (Decreases Pokémon's appearance rate.)	Pokémon March (Increases Pokémon's appearance rate.)	Pokémon Lullaby (Decreases Pokémon's appearance rate.)	Pokémon March (Increases Pokémon's appearance rate.)	Pokémon Lullaby (Decreases Pokémon's appearance rate.)	Pokémon March (Increases Pokémon's appearance rate.)
Shops that open in the Goldenrod City Underground Passage	Herb Shop	Bargains Shop (Open only in the morning.)	—	—	—	—	Herb Shop
Haircut Brother on duty in the Goldenrod City Underground Passage.	Younger brother (Unskilled/₽300)	—	Older Brother (Skilled/₽500)	Younger brother (Unskilled/₽300)	Older Brother (Skilled/₽500)	Younger brother (Unskilled/₽300)	Older Brother (Skilled/₽500)
Special Events	**Location:** 5th Floor of the Goldenrod City Department Store. **Event:** Receive a TM based on your Pokémon's Happiness rating. Happy = TM27 (Return); Unhappy = TM 21(Frustration).	**Location:** Mt. Moon **Event:** See the dancing Clefairy. Get a Moon Stone.	**Location:** Dragon's Den **Event:** Speak to your Rival while he trains in the Dragon's Den. This occurs only once you've defeated him at Mt. Moon.	—	**Location:** Dragon's Den **Event:** Speak to your Rival while he trains in the Dragon's Den. This occurs only once you've defeated him at Mt. Moon.	**Location 1:** Union Cave B2F/**Event1:** Lapras appears! **Location 2:** Goldenrod City Radio Tower/**Event 2:** The new Lucky Number is announced!	—
Days when you can battle your Rival at Indigo Plateau (Occurs only after the battle at Mt. Moon)	—	Battle	—	Battle	—	—	—